ONLY £2.95

DISPLAY UNTIL 19th Dec. 1991

• THE COMPLETE GUIDE TO •

MEGADRIVE

• THE ULTIMATE GAME BUYER'S GUIDE •

PLUS

BUYING A MEGADRIVE - IMPORT OR OFFICIAL?

MEGADRIVE CD-ROM REVEALED!

ESSENTIAL MEGADRIVE ADD-ONS!

PREVIEWS GALORE!

MERCS
TERMINATOR
GOLDEN AXE 2
GALAXY FORCE 2
PACMANIA
DEVIL CRASH
STARSHIP GOMOLA
DECAPATTACK
SHADOW OF THE BEAST
F22 INTERCEPTOR

Not an official Sega publication.

124 PAGES OVER 100 GAMES REVIEWED IN FULL COLOUR!

PLAYERS' GUIDES TO THE GREATEST MEGADRIVE GAMES!

FROM THE CREATORS OF COMPUTER + VIDEO GAMES MEAN MACHINES

9 770954 575005 11

YOU TOO CAN ENJOY THESE NEW MEGA ACTION GAMES IN THE COMFORT OF YOUR OWN HOME

Hold on to your consoles!

And get ready for the roughest, toughest and fastest games yet.

In EA Hockey, from the team that brought you John Madden American Football™, you get no points for being nice. So body-check, punch, slash and trip the opposition into submission. Get the puck into the back of the net or between the goalie's eyes, it's all part of the fun.

Should you find the rules an unnecessary hindrance, simply send the referees off to the sin bin and create even more havoc without them.

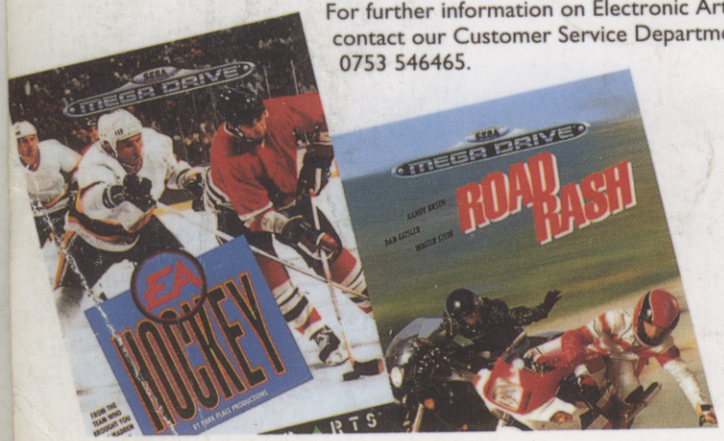
Rules won't worry you at all in Road Rash, the wildest action on two wheels. There aren't any.

There is a race. Across 5 highways from the Sierra Nevadas to the Pacific coast. But it's your skill in kicking, punching and clubbing all-comers out of your road that really counts.

As a bonus, if you get to cross the finishing line first and more or less in one piece, win cash and upgrade your bike to an even more ludicrously fast machine.

Road Rash and EA Hockey are just two of the newest games for your Mega Drive™.
Also available soon from Electronic Arts are:
The Immortal™, Fatal Rewind™, Shadow of the Beast™, Starflight™ and Dark Castle™.

For further information on Electronic ArtsGames contact our Customer Service Department on 0753 546465.



SEGA
MEGA DRIVE

Distributed by: Sega Europe, 16 Portland Road London W11 4LA Tel: 071 - 727 8070

• MEGAD

CONT

• THE ULTIMATE GAM

FEATURES

THE BEGINNERS'S GUIDE TO BUYING A MEGADRIVE 8

If you don't have a Megadrive yet, actually buying one can be just a mite confusing. Official or import? PAL or SCART? What does it all mean? We reveal all.

MEGADRIVE EXTRAS 10

Find out what else can you buy for your Megadrive apart from games.

THE ULTIMATE MEGADRIVE ADD-ON! 11

We take the wraps off the add-on that could change the face of Megadrive games forever - the CD ROM unit!

THE A-Z OF MEGADRIVE GAME

688 ATTACK SUB 15
AERO BLASTERS 15
AFTERBURNER II 16
ALEX KIDD 16
ALIEN STORM 18
ALTERED BEAST 19
ARNOLD PALMER'S TOURNAMENT GOLF 19
ARROW FLASH 20
ATOMIC ROBOKID 20
AXIS FZ 21
BATMAN 21
BATTLE SQUADRON 22
BIMINI RUN 22
BLOCK OUT 24
BONANZA BROS 25
BUDOKAN 26
BURNING FORCE 26
CENTURION 27
COLUMNS 27
CRACK DOWN 28
CURSE 28
CYBERBALL 29
DANGEROUS SEED 29
DARIUS II 30
DARWIN 4081 31
DICK TRACY 32
DINO LAND 33
DYNAMITE DUKE 33
EA HOCKEY 34
ELEMENTAL MASTER 35
EL VIENTO 35
E-SWAT 36
FAERY TALE ADVENTURE 36
FANTASIA 37
FASTEST ONE 38
FATAL LABYRINTH 38
FIRE MUSTANG 39
FLICKY 39
FORGOTTEN WORLDS 40
GAIARES 40
GAIN GROUND 41
GHOST BUSTERS 41
GHOULS 'N' GHOSTS 42
GOLDEN AXE 44
GYNOUG 46
HARDBALL 47
HEAVY UNIT 47
HELL FIRE 48
INSECTOR X 49
JAMES POND 49
JAMES "BUSTER" DOUGLAS BOXING 50
JEWEL MASTER 50
JOE MONTANA FOOTBALL 51
JOHN MADDEN FOOTBALL 52
KING'S BOUNTY 54
KLAX 54
LAKERS VS CELTICS 55
M1 ABRAMS TANK 56
MAGICAL FLYING HAT TURBO ADVENTURE 56
MARVEL LAND 57
MEGA TRAX 57
MICKEY MOUSE 58
MIDNIGHT RESISTANCE 59
MIGHT AND MAGIC 60
MIKE DITKA'S POWER FOOTBALL 61
MOONWALKER 61
MUSHA 62
MYSTIC DEFENDER 62
NEW ZEALAND STORY 63
OUT RUN 63
PGA TOUR GOLF 64
PHANTASY STAR II 66
PHANTASY STAR III 66
PHELIOS 67
POPULOUS 68
RAIDEN 69

PREVIEWS 106

Eight pages of news on all the games soon to appear on the Megadrive - with pictures! Mercs, Galaxy Force II, Terminator, Back to the Future III, Devil Crash, Golden Axe II, Donald Duck, PacMania, Speedball II, California Games, Marble Madness, Klax and more!

ADRIVE •

TENTS

GAMEBUYER'S GUIDE •

MEGADRIVE MEGA PLAYERS' GUIDES

GHOULS 'N' GHOSTS 42
GOLDEN AXE 44
JOHN MADDEN FOOTBALL 52
REVENGE OF SHINOBI 72
STAR CONTROL 80
STRIDER 84
SUPER MONACO GP 86

ES

RAINBOW ISLANDS 70
RAMBO 3 70
REVENGE OF SHINOBI 72
ROAD RASH 74
SAINT SWORD 75
SHADOW DANCER 75
SHINING IN THE DARKNESS 76
SONIC THE HEDGEHOG 77
SPACE HARRIER II 78
SPIDERMAN 79
STAR CONTROL 80
STORM LORD 82
STREET SMART 82
STREETS OF RAGE 83
STRIDER 84
SUPER MONACO GP 86
SUPER LEAGUE BASEBALL 88
SUPER REAL BASKETBALL 88
SUPER THUNDERBLADE 89
SUPER VOLLEY BALL 89
SUPER HANG ON 90
SWORD OF SODAN 91
SWORD OF VERMILLION 92
TECHNO COP 93
THUNDER FORCE 2 94
THUNDER FORCE 3 95
TORA! TORA! TORA! 96
TRUXTON 97
TWIN HAWK 98
ULTIMATE TIGER 98
VAPOR TRAIL 99
VERYTEX 99
WARDNER 100
WONDERBOY 3 101
WORLD CUP ITALIA '90 101
ZANY GOLF 102
ZERO WING 103

WHAT IS MEGATECH? 117

Coming soon - the magazine for real Megadrive Megaplayers! It's going to be spectacular and you can read all about it on page 117.

CREDITS

EDITOR
Paul Glancey
DEPUTY EDITOR
Mark Patterson
ART EDITOR
Jeff Zie
ESSENTIAL CONTRIBUTIONS BY
Julian Rignall
Richard Leadbetter
SPECIAL THANKS TO
Lesley Walker, Sega Europe
Mike Morris, Mirrorsoft
COLOUR BY
Proprint, 750-758 Barking Rd, London, E13
PRINTED BY
Cooper Clegg, Shannon Way, Tewkesbury, Gloucs.
IMPORT REVIEW SOFTWARE KINDLY SUPPLIED BY
Console Concepts, TEL 0782 712759
Advanced Console Entertainment, TEL 071 383 0480

COPYRIGHT EMAP IMAGES LTD
All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted in an form by any means whatsoever without the prior permission of the publishers, EMAP Images Ltd.

MEGADRIVE IS A TRADEMARK OF SEGA CORPORATION.

THE COMPLETE GUIDE TO MEGADRIVE **IS NOT AN OFFICIAL SEGA**

GREETINGS, MEGADRIVE FANS!

Hello and welcome to The Complete Guide to Megadrive, the ultimate A-Z reference book dedicated to Sega's superb 16 bit console.

Herein are full reviews of 112 Megadrive titles old and new, along with previews of the hottest games of the future which include such long-awaited titles as **Mercs, Golden Axe, Devil Crash, Terminator, Galaxy Force II, Toe Jam and Earl** and **Speedball II**.

We also take a good look at which Megadrive add-ons to add on and the peripheral that everyone's been waiting for, the **Mega CD ROM drive**. Plus, if you haven't actually bought your Megadrive yet, we take you through the process of choosing the best machine for your money.

Plus, on page 117 you can check out news of the greatest Megadrive magazine yet to hit the shelves. Its name is **MEGATECH**, it'll be available from the start of December and it's a must for every Megadrive owner.

Well, after that shameless (but very worthwhile) plug, I'll leave you to enjoy the rest of the guide. If you have any comments you'd like to make or questions you'd like to ask about Megadrives please don't hesitate to write to us at **MEGATECH, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.**

See you in the first issue,

Paul Glancey

THE RATINGS SYSTEM

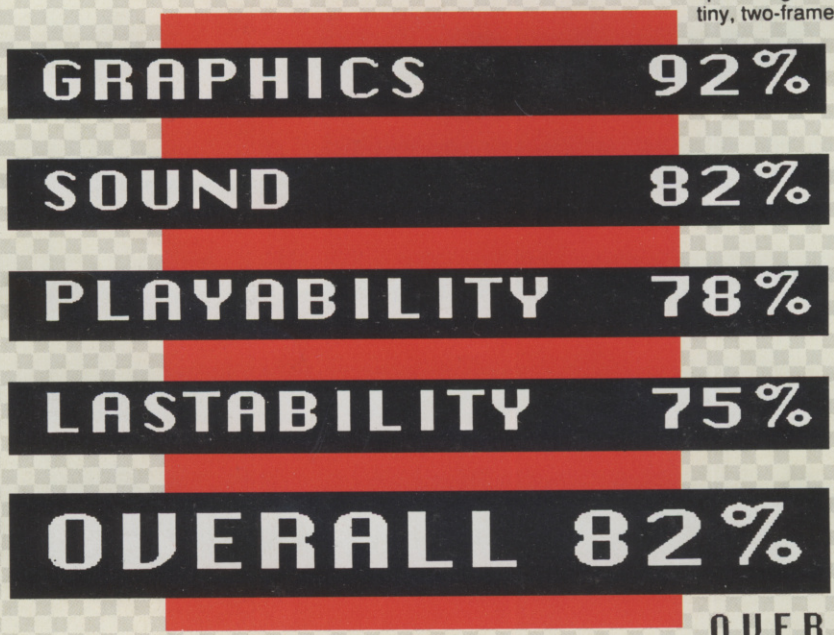
The games we've reviewed are rated out of 100%, according to five criteria, which are:

SOUND

Does the game have a full orchestral synth soundtrack, or a really ear-bashing, completely inappropriate, repeats-after-five-seconds background tune. Or indeed, does it have any music at all? And what are the sound effects like? Realistic and effective? Or totally poopy?

GRAPHICS

Basically, does the game look good compared to other Megadrive games? Is the scrolling smooth, multi-level parallax or slow, shaky and generally bog-standard? Are the sprites big and well-animated or tiny, two-frame jobbies?



PLAYABILITY

Probably the single most important rating, because it shows how much fun we got out of the game. It may produce spectacular graphics and superlative sounds, but if the action is boring or so badly programmed that it's annoying, then it's not much of a game.

LASTABILITY

Indicates how long it will be before you grow bored of playing that game. Some Megadrive games don't take long to finish, but some of those are so good that you'll want to come back to them again, perhaps playing on a harder skill setting. Of course some games you can finish in an hour, and they're so bad that you'll want to take the cartridge straight back to the shop for a refund.

OVERALL

This isn't an average of the other marks, but an independent percentage which takes the other four into account. It provides a single, at-a-glance rating which helps when you're comparing similar games.

OFFICIAL UK MEGADRIVE

TRADE IN PRICE **£99** CALL FOR DETAILS OR

+ ALTERED BEAST
+ FREE JAP TO UK ADAPTOR

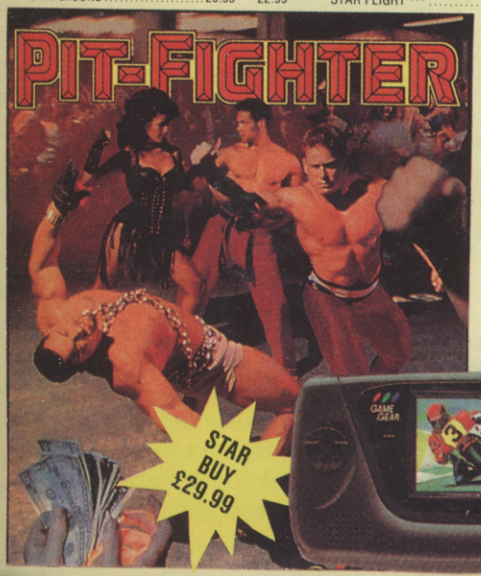
WITHOUT TRADE-IN **£119.99**

$WANTED$

CASH PAID FOR SEGA & NINTENDO TITLES

TRADE-IN YOUR OLD TITLES FOR NEW GAMES OR CASH NOW!!!

SEGA 16 BIT UK	NEW	USED
MASTER SYSTEM CONVERTER	27.99	
JAP/UK ADAPTOR	14.99	
ARCADE POWER STICK	34.99	
ARCADE POWER STICK (MICROSWITCH	39.99	
PRO 2 JOYPAD	12.99	
SEGA JOYPAD	14.99	
688 ATTACK SUB	34.99	24.99
ALEX KIDD IN ENCHANTED	26.99	16.99
ARNOLD PALMER GOLF	29.99	19.99
AFTERBURNER 2	29.99	22.99
ALTERED BEAST	19.99	9.99
ARROW FLASH	29.99	19.99
ALIEN STORM	29.99	22.99
ABRAHAMS BATTLE TANK	34.99	29.99
BATTLE SQUADRON	34.99	19.99
BUDOKAN	34.99	19.99
BLOCK OUT	34.99	24.99
BONANZA BROS ***	29.99	
COLUMNS	26.99	19.99
CYBERBALL	29.99	16.99
CRACKDOWN	29.99	19.99
CENTURION	34.99	24.99
DYNAMITE DUKE	29.99	19.99
DICK TRACY	34.99	24.99
DARK CASTLE ***	34.99	24.99
DECAPATTACK ***	29.99	24.99
ESWAT	29.99	19.99
FORGOTTEN WORLD	29.99	14.99
FAERY TALE	34.99	24.99
FANTASIA	34.99	27.99
FATAL LABYRINTH	26.99	19.99
FLICKY	26.99	14.99
EA HOCKEY	34.99	24.99
GHOSTBUSTERS	29.99	19.99
GHOULS & GHOSTS	37.99	24.99
GOLDEN AXE	29.99	24.99
GAIN GROUND	29.99	22.99
HERZOG ZWEI	29.99	14.99
HARDBALL	34.99	24.99
JOE MONTANA	34.99	19.99
JOHN MADDEN FOOTBALL	34.99	24.99
JAMES POND	34.99	22.99
JAMES BUSTER DOUGLAS	29.99	24.99
KINGS BOUNTY	34.99	24.99
KILLING GAME SHOW ***	34.99	
LAST BATTLE	29.99	14.99
MYSTIC DEFENDER	29.99	14.99
MOONWALKER/FILM	29.99	19.99
MICKEY MOUSE	34.99	25.99
MIGHT AND MAGIC	44.99	32.99
MERCS ***	34.99	24.99
MONSTER WORLD 3 ***	34.99	24.99
ONSLAUGHT	34.99	25.99
PHANTASY STAR 2	49.99	25.99
PHANTASY STAR 3	44.99	34.99
POPULOUS	34.99	24.99
PGA GOLF	34.99	25.99
RAMBO 3	26.99	19.99
REVENGE OF SHINOBI	29.99	24.99
RING OF POWER ***	34.99	
ROAD RASH ***	34.99	
SUPER MONACO GP	29.99	24.99
SPACE HARRIER 2	29.99	19.99
SUPER HANG ON	29.99	19.99
SUPER LEAGUE BASEBALL	29.99	19.99
SUPER REAL BASKETBALL	29.99	22.99
SUPER THUNDERBLADE	29.99	19.99
SWORD OF VERMILLION	44.99	29.99
SWORD OF SODAN	24.99	16.99
STRIDER	37.99	27.99
SHADOW DANCER	29.99	22.99
SONIC THE HEDGEHOG	29.99	25.99
SPIDERMAN	34.99	25.99
SHINING IN THE DARKNESS ***	44.99	34.99
STREETS OF RAGE ***	29.99	24.99
STAR FLIGHT ***	39.99	29.99
SPEEDBALL 2 ***	34.99	24.99
THUNDER FORCE 2	29.99	22.99
TWIN HAWK	29.99	16.99
TRUXTON	29.99	19.99
THUNDER FORCE 3	32.99	25.99
THE IMMORTAL ***	34.99	24.99
TURRICAN ***	34.99	24.99
TOE JAM & EARL ***	34.99	24.99
WORLD CUP ITALIA	26.99	16.99
WONDERBOY 3	29.99	19.99
WRESTLE WAR ***	29.99	24.99
XENON 2 ***	34.99	24.99
ZANY GOLF	34.99	19.99
ZOOM	26.99	19.99
SEGA 16 BIT USA		
ATOMIC ROBOKID	34.99	19.99
BIMINI RUN	34.99	24.99
BATMAN	34.99	24.99
CELTIC VS LAKERS	34.99	24.99
CROSS FIRE	34.99	24.99
FATAL REWIND ***	34.99	
FIRE SHARK	34.99	19.99
GAIARES	39.99	19.99
HARD DRIVING	34.99	19.99
HELLFIRE	29.99	19.99
ISHIDO	19.99	14.99
INSECTOR	19.99	12.99
MIDNIGHT RESISTENCE	34.99	25.99
MS PACMAN ***	29.99	
POWERBALL	34.99	25.99
RAIDEN TRAD ***	39.99	
RAINBOW ISLAND	34.99	
RASTAN SAGA 2	34.99	19.99
SHADOW BLASTERS	34.99	19.99
STAR CONTROL	34.99	25.99
STORMLORD	34.99	25.99
STREET SMART	34.99	24.99
TECHNOCOP (USA)	34.99	24.99
TWIN COBRA	34.99	25.99
VALIS 3	39.99	19.99
WINGS OF WOR	34.99	24.99
WARDNER	34.99	25.99
WARRIORS OF ROME	44.99	29.99
SEGA 16 BIT JAP		
BARE KNUCKLES	34.99	24.99
DINOLAND	34.99	24.99
GYNOUG	29.99	22.99
JEWEL MASTER	34.99	24.99
KA.GE.KI	34.99	24.99
MAGICAL HAT	34.99	24.99
MARVAL LAND	34.99	24.99
MERCS	34.99	24.99
OUT RUN	34.99	24.99
RINGSIDE ANGLE	29.99	22.99
STREET SMART	34.99	24.99
WRESTLE WAR	29.99	24.99



COMPLETE RANGE OF HANDHELD CONSOLES & GAMES IN STOCK

WEST LONDON

COMPUTER GAMES
309 GOLDHAWK ROAD
LONDON W12 8EZ
☎ 081-741 9050 10am - 8pm
(Nearest Tube - Stamford Brook)

WEMBLEY MARKET

WEMBLEY STADIUM MARKET
SUNDAY 10am - 2pm

SURREY

THE GAMES ROOM
UNIT 15 IN SHOPS
EPSOM MARKET HALL
HIGH STREET EPSOM
SURREY KT19 8TX
☎ 0372-744465
TUE. - SAT. 9am - 5pm

EAST LONDON

COMPUTER SHOPPING WORLD
259 HIGH STREET,
WALTHAMSTOW,
LONDON E17 7BL
☎ 081-503 6633
MON. - SAT. 9am - 5pm

ROMFORD, ESSEX

THATZ ENTERTAINMENT
UNIT 33-34
ROMFORD SHOPPING HALL
MARKET PLACE, ROMFORD
ESSEX RM1 3AB
☎ 0708 744338
MON. - SAT. 9am - 5pm
1/2 DAY THURS.

LAKESIDE, ESSEX

UNIT 619 PAVILLION BUILDING
LAKESIDE SHOPPING CENTRE
WEST THURROCK, GRAYS
☎ 0708 890800
MON. - SAT. 9.30am - 8pm
(NEXT TO THE LAKE)

UPMINSTER

VIDEO SCREEN
COMPUTER GAMES
205 ST. MARYS LANE
UPMINSTER,
ESSEX RM14 3BU
☎ 0708 640500
MON.-SAT. 10am - 6pm
(opposite Gateways supermarket)

All shops are Independant
Shop prices may vary

MAIL ORDER HOTLINES

04022 26880
081-741 9050
0372 744465

Access BARCLAYCARD VISA

£1 FREE VOUCHER WITH EVERY PURCHASE IN OUR SHOP

TITLES NOT AVAILABLE WILL BE DESPATCHED ON DATE OF RELEASE WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT NOTIFICATION E & O E

THE COMPLETE BEGINNER'S GUIDE TO MEGADRIVE

SCART? PAL? Grey imports? Buying a Megadrive can be a little confusing for anyone new to this console malarkey. Here at the Computer and Video Games and Mean Machines offices, we get dozens of calls a week from would—be console owners seeking advice, so we thought it was about time to state the facts.

Much of the confusion about buying a Megadrive results from the fact that you can buy "official" Megadrives in the shops and cheaper machines labels through mail-order advertisements in magazines. The differences between the two are not obvious to the novice but they are easily explained.

OFFICIAL...

...OR IMPORT?

BUYING OFFICIAL

The most widely available Megadrive is Sega's "official" model which comes with Altered Beast and sells for £129.95 in High Street computer shops and department and electrical stores. Certain shops also produce exclusive bundles, such as Dixons with their £149.95 pack containing Altered Beast and Sonic the Hedgehog. Also included with the official machines are one joypad controller, an aerial connector lead and a mains adaptor.

These aren't bad prices for such a quality games machine, but if you glance through the black-and-white advertisements of most computer magazines and you'll see mail-order Megadrive packages, sometimes for as little as £100.00. So why the big price difference?

GOING GREY

These cheaper Megadrives are known as grey imported machines. Most of them are imported from the Far East (where the Megadrive is considerably cheaper to buy) then converted to work on British TV systems before being shipped across to Britain. The importer has to pay customs duty on the machines when they enter the country, but even with that extra cost, he can still sell them for slightly less than official machines.

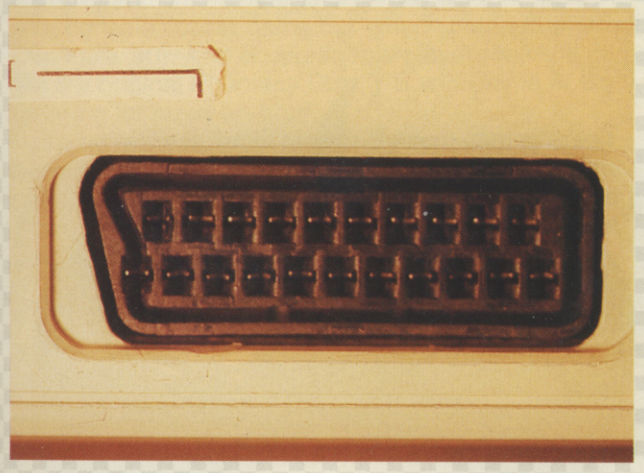
However, if you buy one of these machines you get a warranty from the importer and NOT from Sega, so in the event that something goes wrong with your machine you must send it back to the company you bought it from.

PAL OR SCART?

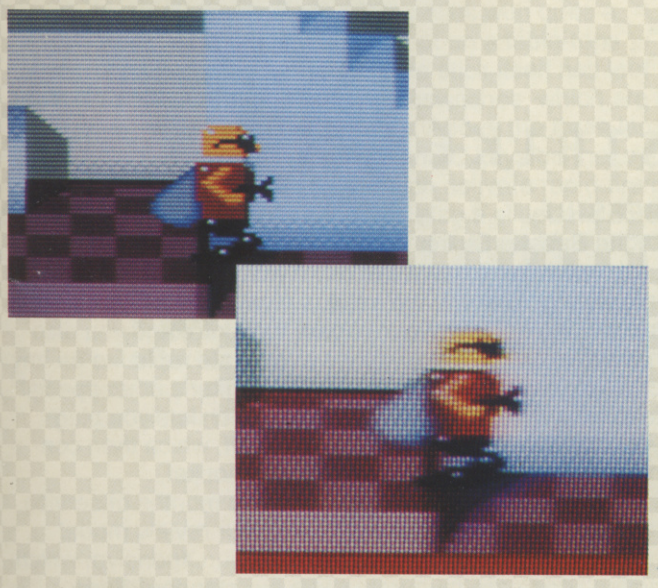
PAL? SCART? What's the difference? These two technical terms refer to the kind of screen a Megadrive can be hooked up to. As we already know, Japanese Megadrives will not work in Britain without an electronic conversion because they produce a Japanese video signal. The signal is encoded in a format called NTSC which is perfect for Japanese TVs, but incomprehensible to British ones.

PAL is the name of the system in which all television signals are broadcast in Britain (and certain other countries, such as Australia). So a PAL Megadrive will work on any British TV.

As well as having the circular aerial socket, some newer televisions also have a SCART socket built into the back. The sockets look like this:



Basically, a Megadrive connected to a TV via a SCART socket can produce a sharper picture, as you can see if you compare these two displays.



If you're buying an imported SCART machine check that it actually comes with a SCART cable. Many importers actually have the cable permanently wired into the circuit board, but you may have to buy one which plugs into the AV connector on the back of the machine. These cost around £15 from computer shops and of course they can also be used on an official Megadrive of course.

If a high quality display appeals to you but you don't have a SCART TV you might consider buying a SCART monitor. An Amiga monitor such as the 14-inch screen Commodore 1084 will do, and this also has a stereo sound facility. A Philips 8833 is another good monitor, but the latest model doesn't have a SCART socket so check the one you're buying is the older unit. Both will set you back around £250-£280.

CARTRIDGE DIFFERENCES

If you've ever compared a Japanese game cartridge and an American or British one, you may have noticed that they are slightly different shapes. The Japanese carts have rounded sides, but the others have a lip on them which corresponds to the lip on an official Megadrive's cartridge slot.

This lip means that Japanese cartridges will not actually fit into an official machine. Unless you're willing to hacksaw off the lip (thus invalidating your warranty), you're limited to using official or US cartridges. Imported Japanese machines will accept any shape of cartridge, but be warned that some official cartridges (such as Star Control and John Madden Football) do not work correctly and often crash in the middle of a game.

THE TEXT TEST

One interesting feature of the Megadrive is that most games are programmed with Japanese and English text. As soon as the Megadrive is switched on the cartridge can detect whether it's running on a Japanese or English machine and display text in the relevant language.

Obviously this would cause problems if you had bought a Japanese machine because even official games bought in Britain would switch to Japanese mode. But most importers caught on to this fact and started converting their Japanese Megadrives so that they can fool the game into always displaying English text.

GO FOR IT!

So, armed with this information you should be able to find the deal that suits you. Mind you, the Megadrive is such a great machine and the quality of after-sales service from most retailers is so good that you can't really go wrong. Enjoy!

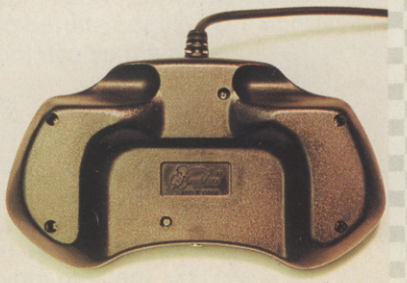
MEGADRIVE ADD—ONS

If you want to enhance your Megadrive enjoyment, you don't just have to make do with buying new games. Here we present five interesting Megadrive hardware add—ons which may have caught your eye in ads or on the shelf of your software shop. Are they worth buying, or what? Read on...

SPARE JOYPAD

SEGA **£14.95**

This is probably the first bit of hardware a Megadrive owner should buy, not, we hasten to add, because the joypad you get with the machine has a very short lifespan, but because it lets you partake in two player enjoyment on a lot of games. Aero Blasters, Alien Storm, Altered Beast, Battle Squadron, Blockout, Bonanza Bros, Columns, Crack Down... it's a long list! The two player options usually make a game much more enjoyable because you get the satisfaction of battling against a real opponent rather than the computer. The joypads themselves are usually very hard-wearing and the ones we've had for two years are still going strong.



STRIKER

BEESHU **£29.99**

The Beeshu Striker may look the same as a Megadrive joypad, but it has a few extra features which make it interesting. First off, the case is nicely designed, with slots in the back for your fingers to fit into, and you also have three rapid fire switches to activate rapid fire on any or all of the three fire buttons. The Striker's other special feature is a headphone extension which lets you plug your headphones into the joypad itself, which then connects to the Megadrive's stereo jack socket.

The only problem is that after three months of service the direction and trigger buttons on our review model tended to become rather vague and unresponsive, which doesn't compare favourably with our standard Sega pads, which have seen years of active service. And considering the Arcade Power Stick is only a fiver more expensive, well...

MASTER SYSTEM CONVERTER

SEGA **£29.95**

This is the perfect peripheral for any Megadrive owner who's upgraded from an 8 bit Sega Master System. It lets you plug in and play your old Master System cards or cartridges and is compatible with all Master System games except two or three. It even works with the Sega Light Phaser and 3D Glasses!

But is it worth buying if you're not an upgrader? Well, though the Master System is technically way behind its big brother, there are still some pretty neat games available which you can't get on Megadrive. For less than the price of a single Megadrive cartridge, you get instant access to such classics as Impossible Mission (a superb platform game), Wonderboy III (a marvellous arcade adventure) and, in the near future, Kick Off (probably the best console soccer game out - much better than World Cup Italia '90). And of course role players will find games like the original Phantasy Star, Y'S and Ultima IV engrossing for many an hour.

To be realistic, most Master System games aren't serious competition for their 16 bit Megadrive counterparts, but there are enough really good titles to make a Power Base a fairly attractive purchase, especially at such a reasonable price.

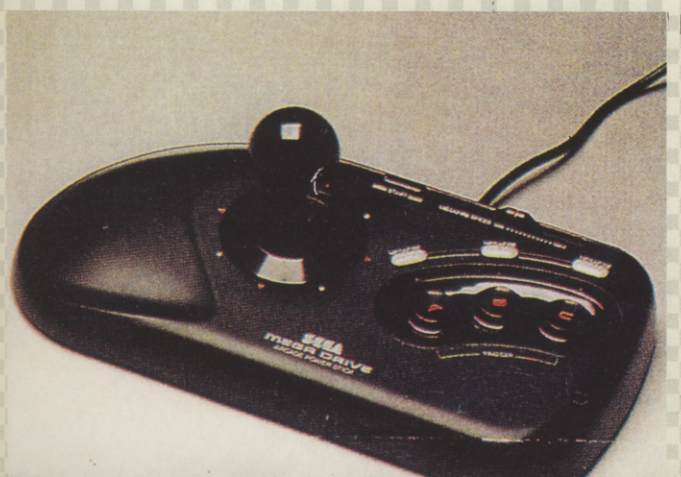
ARCADE POWERSTICK

SEGA **£34.99**

The Megadrive's joypad is pretty well designed for comfort and responsiveness, but some people find they are still no substitute for a good joystick. Several mail order firms can supply sticks imported from America, but Sega's own Power Stick is the only one widely available in High Street stores.

For your money you get a large stick with quite a heavy base, so it's meant to be kept on a table-tops rather than held in your hands. The stick itself has leaf switches rather than clicking microswitches, which are responsive, but can be less durable. Above the three large buttons which replicate the A, B and C keys on the joypad, there are three switches which activate rapid-fire on any of the three buttons. There is also a slider switch with which you can change the speed of the rapid fire to produce the optimum flow of bullets, photon torpedoes or whatever.

Though it is a good, responsive stick, the price makes the Power Stick a bit of a luxury item, and only those players who really don't get on with the joypad will find it an essential purchase.



ACTION REPLAY

DATEL **£49.99**

This new add-on from Datel sits in the cartridge socket between the Megadrive and the cartridge and lets you stop a game at any point. You can then actually alter the program so that you're provided with infinite lives, weapons or whatever. Datel themselves provide the reprogramming information which is constantly updated as new games come out. As a bonus, the Action Replay also acts as a cartridge adaptor, allowing Japanese software to run on an official machine without you having to carve up your Megadrive's case and invalidating the guarantee.

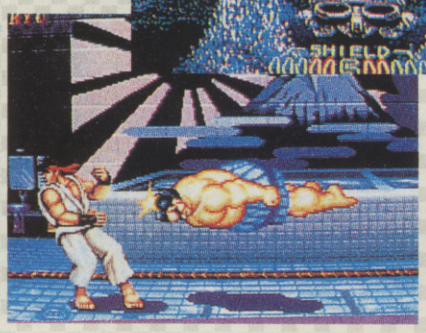
Considering most games have cheat modes anyway this seems a little expensive, but if the idea appeals to you call Datel on 0782 744707.

MEGA—CD
THE ULTIMATE ADD—ON

In late November, the most amazing bit of Megadrive hardware yet is going to be released in Japan. It's name is the Sega Mega—CD and it looks like it's going to revolutionise consiole gaming. What is it? Why should every Megadrive owner want one? And will it let you play Street Fighter 2? Here are the answers and more...

STALKER

• NIGHT



• STREET FIGHTER 2

WHISTLES

• BELLS AND

It was on the 6th of June, 1991 at the Tokyo Toy Show that Sega unveiled their long-awaited Megadrive CD-ROM unit. There it was, sat underneath a Megadrive, plugged into the mysterious "DO NOT REMOVE" panel on the bottom-right of the console, with its two LED indicator lights winking on and off. Could this innocuous black box really be the key to the future of Megadrive entertainment?

The first console CD-ROM didn't quite change the world of video gaming. It was produced by NEC as an accessory for their PC Engine, but the games produced for it turned out to be very ordinary arcade games beefed up with enormous introductory cartoons and a real orchestral soundtrack. Sega's unit promises to be different, though, and it's rumoured that it would have features like no other CD-ROM on the market. But before we get into details...

CD ROM: WHAT THE HELL IS IT?

CD-ROM (which stands for Compact Disc-Read Only Memory) is one of the newest software storage systems and because the technology is becoming cheaper day by day, it could soon replace cartridges as the standard medium for Megadrive software. It works along the same lines as a computer disk drive, but it stores information optically on a compact disc (just like a music CD) which is read by a laser.

The main advantage of CD-ROM is that one CD can hold almost 500 times more information than a magnetic floppy disk and about 660 times more information than an 8 megabit Megadrive cartridge. All this extra space can be taken up with more the data to create a vast number of larger, more detailed sprites or a greater playing area and more action. There would still be room on the CD for a fully orchestrated soundtrack which would play just like a music track on an audio CD player.

MEGA MEMORY

One of the disadvantages of most CD-ROM systems is that all this information has to be loaded from the disc into the console's memory circuits, and that takes time. Most of the PC Engine's CD-ROM games pause between levels while the data for the next part of the game is loaded in, and some of those pauses can be annoyingly long.

Sega have got around this problem by building a six megabit buffer into the Mega-CD unit itself, which becomes an extra part of the Megadrive's memory. This means that, instead of having to stop the action like the PC Engine unit, that up to six megabits of information can be fed into the buffer in advance so the Megadrive can access it instantly when it needs to. Add to that a custom-made, high-speed laser pickup and you have a mighty powerful piece of machinery!

MEGA GRAPHICS

Mind you, Sega didn't stop at making the Mega-CD the fastest console CD-ROM unit around. They've actually incorporated an extra central processor chip which is a 50% faster version of the one in the Megadrive. When both are running together, the extra processor can handle the sort of heavy calculations required to produce sprite rotation and scaling. Nintendo's Super Famicom has this facility and uses it to spectacular effect in games such as F-Zero and Pilot Wings.

MEGA SOUND

The Mega-CD boosts the Megadrive's audio capabilities too. Extra chips provide it with 8 channel PCM sound which is what you'd find in an arcade machine. Game discs can also incorporate studio-recorded audio tracks, which play speech or music through the TV speaker or a hi-fi. Of course, the Mega-CD can be used just like an ordinary CD player, so when you're not playing games you can play a Beethoven album or a Bon Jovi single.

MEGA GAMES

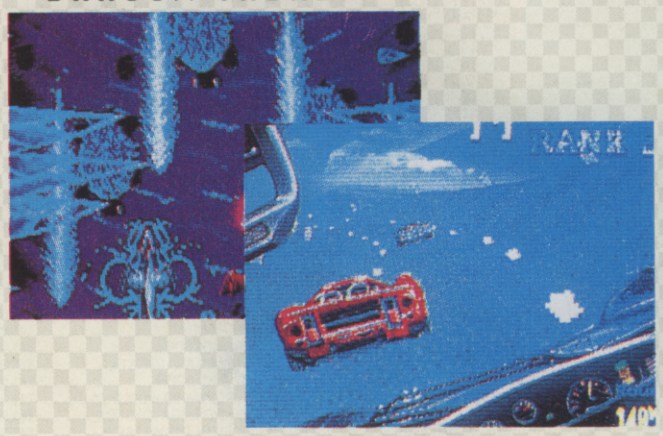
All this sophisticated hardware isn't worth a hill o' beans if you haven't any good games to play on the thing. Sega obviously know that because they're busy signing up tons of games - most of them top secret! However the titles we can reveal include Lucasfilm's graphic adventure Loom, Origin's space flight sim Wing Commander, Maxis' planet simulator Sim Earth, a Japanese RPG called Lunar - The Silver Star and an unnamed Rastan-style beat 'em up currently being programmed in Japan.

Speculation is rife in Japan that a whole bunch of arcade conversions will be released on CD, and some of the titles being bandied about are Dragon Sabre, Rad Racer, Bells and Whistles, Night Stalker and, most exciting of all, the arcade hit Street Fighter 2. Japanese pundits seem to think SF 2 is a very likely candidate for CD release, and a lot of English Megadrive owners would certainly be willing to buy it!

• WING COMMANDER

• PARODIUS- A POSSIBLE

• DRAGON SABRE



• RAD RACER

MEGA PRICE

In Japan, the Mega CD is to due to be released at the end of November priced at just over £200. If you plan to buy an imported unit you may well find yourself paying up to £350, especially if demand is as high as everyone anticipates.

Sega Europe have yet to decide a firm release date and price, but the Mega-CD is expected to be officially on sale in the autumn of 1992 with a price-tag of around £250.

We wait with bated breath!

MEGA-CD SPECIFICATIONS

PROCESSOR
MOTOROLA MC 68000
PROCESSOR SPEED
12.5 MHz
RAM
6 MEGABIT
512 KBIT PCM
128 KBIT CD-ROM
64 KBIT MISCELLANEOUS
ROM
1 MEGABIT BIOS
AUDIO
8 CHANNEL PCM
(PULSE CODE MODULATION)

CONSOLE CONCEPTS

A DIVISION OF P.C. ENGINE SUPPLIES

Mail Order address
Console Concepts
The Village
Newcastle-u-Lyme
Staffs ST5 1QB
(0782) 712759

Why not visit our shop at the above address?

OUR REPUTATION IS YOUR GUARANTEE OF FIRST CLASS SERVICE

SONIC THE HEDGEHOG
MEGA DRIVE

SHINING AND DARKNESS
MEGA DRIVE

STREETS OF RAGE
MEGA DRIVE

DEVIL CRASH
MEGA DRIVE

PC KID II
PC ENGINE

ICE HOCKEY
MEGA DRIVE

ROAD RASH
MEGA DRIVE

MEGADRIVE TV VERSION

RUNS ALL GAMES JAP/UK/USA
JOYPAD,POWER SUPPLY.
FREE SONIC HEDGEHOG
OR ANY GAME UP TO £31
FREE DUSTCOVER
FREE STEREO HEADPHONES
12 MONTHS GUARANTEE

£135.00+P+P
NEXT DAY DELIVERY

MEGADRIVE TV VERSION DELUXE PACK

RUNS ALL GAMES JAP/UK/USA
JOYPAD,POWER SUPPLY.
+ 2 FREE GAMES OF YOUR CHOICE
UP TO £31 EACH
FREE STEREO HEADPHONES
FREE DUSTCOVER
FREE EXTRA JOYPAD
FREE DELUXE CARRY CASE
(Holds Mega Drive, Games,
Power Supply etc)
12 MONTHS GUARANTEE

£190+P+P **NEXT DAY DELIVERY**

SEGA MEGADRIVE

STREETS OF RAGE(UK)	£34.00
E/A ICE HOCKEY(UK)	£38.00
GALAXY FORCE II(SCART)	£35.00
EL VIENTO	£34.00
DEVILS CRASH	£34.00
MERCS II (COMMANDO II)	£34.00
JEWEL MASTER	£31.00
MARVEL LAND	£34.00
STREET SMART	£31.00
THUNDERFOX(SCART)	£35.00
ROAD RASH(UK)	£38.00
STAR FLIGHT(UK)	£45.00
SHINING IN DARKNESS(UK)	£55.00
DARK CASTLE(UK)	£31.00
FATAL REWIND(UK)	£34.00
TOE JAM AND EARL(UK)	£38.00
SPIDERMAN(UK)	£38.00
THE IMMORTAL	£38.00
SONIC HEDGEHOG	£31.00
ALIEN STORM	£31.00
FANTASIA(UK)	£38.00
DINOLAND	£31.00
SPEEDBALL II	CALL
OUTRUN	£34.00
KABUKI SOLDIER	£31.00
TIME CRUISE II (PINBALL)	£34.00
XENON II (UK)	£38.00
MARBLE MADNESS (UK)	CALL
SHADOW OF THE BEAST (UK)	CALL
F22 INTERCEPTOR (UK)	CALL
BUCK RODGERS (UK)	CALL
BACK TO THE FUTURE II (UK)	CALL
BACK TO THE FUTURE III (UK)	CALL
SPACE BATTLE GAMOLA	£34.00
PGA TOUR GOLF	£39.00
MICKEY MOUSE	£25.00
MONSTERWORLD III	£34.00
ROLLING THUNDER II	£34.00
TURRICAN	£38.00
BEAST WARRIORS	£36.00

ALL ABOVE GAMES ARE JAP CARTS UNLESS SPECIFIED.

NINTENDO SUPER FAMICOM

SUPER TENNIS (SCART)	£41.00
JERRY BOY	£41.00
PRO SOCCER	£41.00
GHOULS AND GHOSTS	£50.00
UN SQUADRON	£41.00
SUPER MARIO WORLD	£41.00
JB KING MEGA JOYSTICK	£65.00
GOEMAN THE WARRIOR	£45.00
ACTRAISER(UK HINTS)	£35.00
BIG RUN	£35.00
BOMBOOZAL	£25.00
FINAL FIGHT	£41.00
F ZERO	£41.00
JOE & MAC (CAVEMAN NINJA)	CALL
SUPER EDF	£44.00
CASTLEVANIA IV	CALL
SUPER R-TYPE	£41.00
AMERICAN FAMICOM SCART	CALL
HI QUALITY DUSTCOVER	£6.99
SUPER FAMICOM AUTO-FIRE JOYPAD	£24.00

NEO GEO

RIDING HERO	£80.00
NAM 75	£120.00
MAGICIAN LORD	£120.00
LEAGUE BOWLING	£120.00
JOY JOY KID	£120.00
SUPER GOLF	£120.00
ASO II LAST GUARDIAN	£120.00
GHOST PILOTS	£120.00
KING OF THE MONSTERS	£120.00
BLUES JOURNEY	£120.00
SENGOKU/WAR DYNASTY	£120.00
BURNING FIGHT	£120.00
CYBERLIP	£120.00
BASEBALL STARS	£120.00
LEGEND OF SUCCESS JOE	£120.00
CROSSED SWORDS	£120.00
EIGHT MAN	£120.00
NINJA COMBAT	£120.00

PC ENGINE

DRAGON EGG	£35.00
HIT THE ICE	£35.00
PC KID II	£35.00
WORLD JOCKEY	£35.00
WORLD CIRCUIT	£35.00
VANILLA SYNDROME (CD ROM)	CALL
CD ROM SUPER SYSTEM CARD (CD ROM)	CALL
PC ENGINE CD ROM/DUO+GAME	£400.00

HUNDREDS OF OTHER TITLES IN STOCK,CALL OUR HOTLINE

LYNX

PACLAND	£30.00
NINJA GAIDEN	£30.00
APB	£30.00
BLOCKOUT	£30.00
CHEQUERED FLAG	£30.00
TURBO SUB	£30.00
WARBIRDS	£30.00
SCRAPYARD DOG	£30.00

NEW GAMES ARRIVING FROM USA EVERY WEEK, CALL FOR NEW TITLES

GAMEBOY—USA

GAUNTLET II	£24.00
BATTLE UNIT ZEOTH	£24.00
GREMLINS II	£24.00
BUBBLE BOBBLE	£24.00
FINAL FANTASY LEGEND	£24.00
BURGERTIME DELUXE	£24.00
THE PUNISHER	£24.00
WWF SUPERSTARS WRESTLING	£24.00
OPERATION C	£24.00
KLAX	£24.00
SUPER RC PRO AM	£24.00
DUCK TALES	£24.00
BILL AND TEDS ADVENTURE	£24.00
BATTLE TOADS	CALL
PRINCE OF PERSIA	CALL
BLADES OF STEEL	£24.00
WORLD CUP SOCCER	£20.00
CASTLEVANIA II	£24.00
MEGAMAN (US)	£24.00
CHOPLIFTER (US)	£24.00
GARGOYLES QUEST (US)	£15.00

GAMEBOY—JAP

NEMESIS II	£21.00
MEGAMAN/ROCKMAN WORLD	£21.00
MICKEY MOUSE II	£21.00
PARODIUS	£21.00
F1 SPIRIT	£21.00
CHASE HQ	£21.00

GAME GEAR

RASTAN SAGA	£24.00
OUTRUN	£24.00
MAPPY	£24.00
HALLEY WARS	£24.00
FANTASY ZONE	£24.00
GRIFFIN	£24.00
GAME GEAR CARRY CASE	£10.99
GAME GEAR MAGNIFIER	£20.00
LEADERBOARD GOLF	£24.00
FROGGER	£24.00
AX BATTLER	£24.00

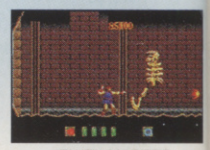
CARRY CASES

UNIVERSAL — CARRIES ALL, HANDHELD + GAMES + ACCS + PSU ETC ..... RRP £18.99
GAME GEAR — HOLDS UNIT + GAMES ..... RRP £10.99
GAME BOY — HOLDS UNIT + GAMES ..... RRP £9.99
ALSO AVAILABLE — 5 COLOUR WAYS
BLUE ON BLACK, GREEN ON BLACK, GREY ON BLACK, BLACK PURPLE/BLACK

WE CARRY A LARGE RANGE OF CARRYCASES, JOYSTICKS, JOYPADS ETC, FOR OUR ENTIRE RANGE OF CONSOLES. WHY NOT GIVE US A CALL FOR MORE DETAILS.ALL OUR ADVERTISED GOODS ARE AVAILABLE IN OUR SHOP.

2ND BOUT WRESTLING
PC ENGINE

THE IMMORTAL
MEGA DRIVE



JEWEL MASTER
MEGA DRIVE

OUT RUN
GAME GEAR

CARRY CASES

HAND-HELD CONSOLES

PC ENGINE GT HANDHELD

1 FREE GAME £250.00 +P+P

ATARI LYNX II

1 FREE GAME £115.00+P+P

PC ENGINE SCART

+3 FREE GAMES
(CALL FOR TITLES)
£100+£6 P+P NEXT DAY DELIVERY
12 MONTHS GUARANTEE
EXCELLENT XMAS PRESENT

SUPER FAMICOM SCART

INCLUDES SUPER FAMICOM, 2 JOYPADS, POWER SUPPLY
2 FREE GAMES
12 MONTHS GUARANTEE
£280.00+P+P NEXT DAY DELIVERY

SUPER FAMICOM PACK

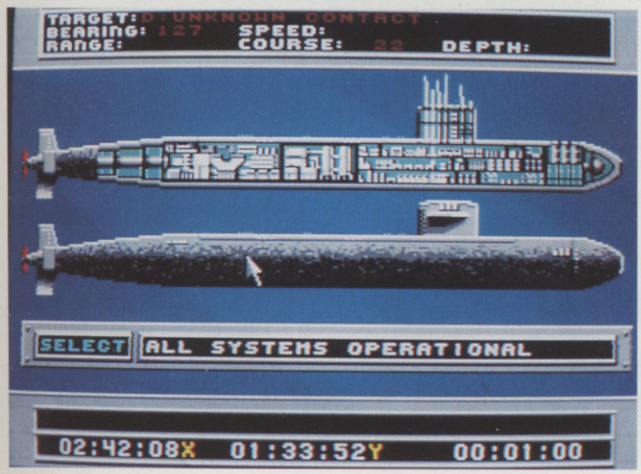
ORDER DETAILS: All consoles are despatched Parcel Force Next Day Delivery
(Saturday delivery is extra £6.00) Cheques—Please allow 5 working days for clearance.
P+P: Consoles £10.00, Joysticks £2.50, Each game £1.00
Please state if you are a new customer or please quote your customer number.
WE RESERVE THE RIGHT TO ALTER PRICES WITHOUT NOTIFICATION

VISA

Access

ORDER HOTLINE (0782) 712759 9am — 6.30pm (3 LINES) FULLY COMPUTERISED ORDERING SYSTEM. (0782) 213993 AFTER 6.30pm (ANSAPHONE)

688 ATTACK SUB



Take control of an American Los Angeles class submarine or a Russian Alfa class boat in this simulation of modern subaquatic warfare. There are ten missions in all, comprising exercises, anti-terrorist attacks and some full-scale World War III situations, six of which can also be played from a Russian point of view in a Soviet sub, complete with controls labeled in Russian and sampled Russian voices for the crew (obviously this makes things rather more difficult).

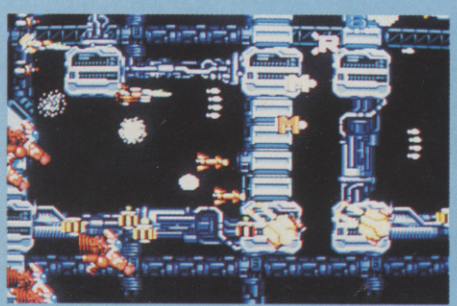
As captain you can access the helm, weapons, sonar, periscope, damage control and the radio room with a vast number of controls and many impressive displays. But remember the enemy has just as much technology as you, and if you're to avoid detection you must learn to use all these facilities skillfully. With the emphasis on stealth, the action isn't exactly fast-paced, but the thrills come in the form of a perfect feeling of stalking vessels through the depths of the ocean. Even if you prefer more up-tempo excitement you may be surprised to find that 688 Attack Sub is a very enjoyable game. Well worth trying.

GRAPHICS	82%
SOUND	89%
PLAYABILITY	88%
LASTABILITY	86%
OVERALL	88%

AEROBLASTERS

A conversion of an obscure-but-fun coin-op of a couple of years back, this is one of the few Megadrive shoot 'em ups with a two-players-at-once option. Apart from that, it's a fairly hum-drum affair, with you and your co-player piloting fast attack ships against invading aliens who also happen to employ large, mechanised bosses to guard the end of each stage. "Strangely enough", there are also extra armaments up for grabs if you can collect the appropriately-lettered pods.

While Aero Blasters is barely innovative, it is fast and pretty good fun too, not to mention graphically excellent. The power-ups are not exotic, but they are plentiful so you do get a good feeling of power when you're at the controls. The only real problem is that the game is too easy to complete, especially in two-player mode. If you can resist using the continues, fine. If not, Aero Blaster is best left to the novice blasters among us.



GRAPHICS	84%
SOUND	81%
PLAYABILITY	85%
LASTABILITY	79%
OVERALL	80%

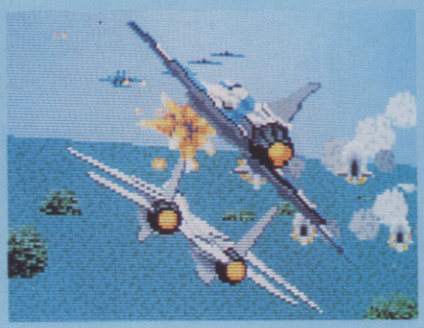
AFTERBURNER 2

If you've ever wanted to be a top gun, here's your opportunity to take to the skies in this rip-roaring conversion of Sega's hugely successful hydraulic coin-op.

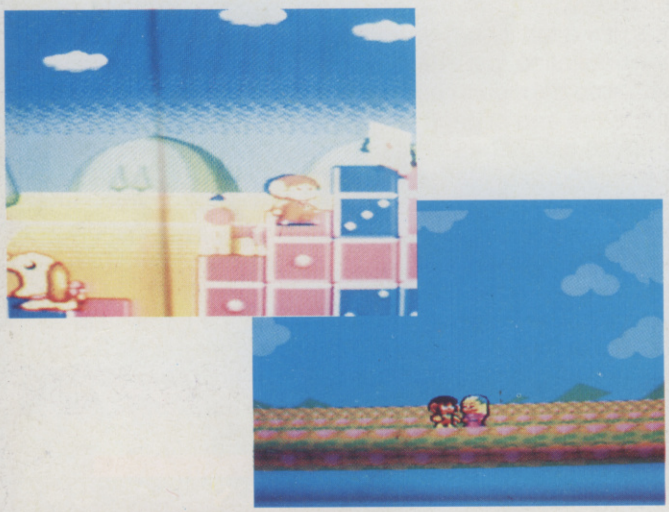
All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of 3D action, shooting down an entire enemy air force as you go. The action is very fast, with smooth 3D update and brilliantly drawn sprites, and challenging too, especially on later levels. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech.

Some may feel that the game doesn't have enough variety, but the answer to that is, if you don't like the arcade game, don't buy it - after all, if you don't like heavy metal music, you're not going to go out and buy an album, even if it's a superb example of that type of music. If a game is rated highly, make sure that you like the subject matter before parting with your cash. And in this case, if you're an Afterburner fan, this is the best conversion you're ever likely to play.

GRAPHICS	89%
SOUND	88%
PLAYABILITY	89%
LASTABILITY	80%
OVERALL	85%



ALEX KIDD



Sega's answer to Mario appears on the Megadrive in his 16-bit first arcade adventure, and in comparison to Nintendo's equivalent game, Super Mario IV, it looks very poor.

The graphics and sound are both jolly, but don't really take advantage of the Megadrive's superior capabilities: the sprites are cartoon-like, but lack detail, the animation is very poor and the music sounds like it's from some silly kiddie TV program. It's all Master System standard stuff really, and when you compare it to other titles in the Megadrive platform game range, it just looks and sounds naff.

In the playability department, the game manages to redeem itself slightly. It's fairly good fun to play, with plenty of secret rooms and things to work out, but at the end of the day it lacks that really addictive spark that makes the best 8-bit Sega Alex Kidd games so much fun to play. Lasting appeal is limited, and when you see what other games you can buy for the same price, it just doesn't look good value for money.

For ardent Alex Kidd fans only.

GRAPHICS	67%
SOUND	64%
PLAYABILITY	68%
LASTABILITY	51%
OVERALL	56%

SHEKHANA CONSOLES

SHEKHANA HAVE BEEN ESTABLISHED SINCE 1978. WE ARE THE OLDEST ESTABLISHED COMPANY IN C&VG, HAVING BEEN ADVERTISING EVERY MONTH SINCE 1984. SO FOLLOW THE LEADERS. BEWARE OF ALL IMITATORS.

081-340 8565

★★NINTENDO FAMICOM★★

Famicom - Scart - VR3	199.99	Dodgeball	44.99
Famicom Scart + 2 Games	279.99	F-Zero	39.99
Famicom Pal I + 2 Games	299.99	Final Fight	44.99
Famicon Pal I - VR.3	224.99	Geoman Warrior	44.99
Famicom Scart Version 3. + TV with scart socket	399.99	Ghouls & Ghost - Aval Now	P.O.A.
Scart Lead	29.99	Gradius III	39.99
Audio Lead	19.99	Hyperball	44.99
Control Pad	9.99	Jerry Boy	44.99
Philips 8933 MK11 Lead	19.99	Joe &Mac	P.O.A.
Commodore 108A Lead	19.99	Pilot Wing	44.99
J.B. King Joystick	69.99	Populous	44.99
Autofire controller	19.99	R-Type	44.99
Autofire Pad	19.99	Sim City	44.99
Actraiser	39.99	Super E.D.S.	P.O.A.
Baseball	44.99	Super Mario 4	44.99
Big Run	44.99	Super Soccer - Kick Off	44.99
Castlevania 4	P.O.A	Super Tennis	44.99
Darius Twin	44.99	UN Squadron	44.99

★★ATARI LYNX★★

Lynx System II	89.99	APB	29.99
Ninja Gaiden	29.99	Chequered Flag	29.99
Warbirds	29.99	Turbo Sub	29.99
Pacland	29.99	Battery Recharger Pack	49.99

★★NEO - GEO★★

Neo - Geo Scart System or A.V.Pall System	349.99
Software from	99.99

AVAILABLE NOW FAMICOM VERSION.3 FOR IMPROVED DEFINITION AND QUALITY PICTURE. PLEASE NOTE VERSION.3 FAMICOMS ARE NOT AVAILABLE AT ANY OTHER OUTLETS, IT IS ONLY AVAILABLE EXCLUSIVE TO SHEKHANA

★★SEGA MEGADRIVE★★
★★IMPORTED VERSION★★

OFFER ONE

MEGADRIVE + CONTROL PAD + POWER SUPPLY UNIT

★★£115.00★★

OFFER TWO

SEGA MEGADRIVE + PAD + PSU + ANY TWO JAPANESE GAMES UP TO THE VALUE OF £24.99 + MEGADRIVE CONVERTOR WORTH £9.99

★★£149.99★★

★★ABOVE OFFERS ARE FOR A LIMITED PERIOD ONLY★★

U.K. Official Megadrive	124.99
Arcade Power Stick	34.99
Control Pad	12.99
Megadrive Convertor	9.99

CD Rom Available Soon

SOFTWARE	JAP VERSION	UK VERSION
Airwolf	24.99	-
Alien Storm	29.99	39.99
Altered Beast	24.99	34.99
Bare Knuckles	39.99	39.99
Battle Sqadron	-	29.99
Blockout	-	24.99
Buster Douglas Boxing	-	34.99
Crackdown	24.99	34.99
Curse	24.99	-
Darius II	34.99	-
Degap Attack	-	36.99
Devil Crush	34.99	-
Dynamite Duke	24.99	34.99
D.J Boy	24.99	29.99
El Viento	34.99	-
Eswat	24.99	29.99
E.A Ice Hockey	-	34.99
Gairies	29.99	-
Ghouls + Ghosts	24.99	39.99
Ghostbusters	24.99	-
Golden Axe	29.99	29.99
Golden Axe II	P.O.A.	-
Hardball	-	24.99
Ka Ge Ki	29.99	-
Last Battle	24.99	29.99
Legend of Riden	29.99	-
Marble Land	29.99	-
Mercs	34.99	-
Mickey Mouse	29.99	31.99
Moonwalker	24.99	29.99
Outrun	34.99	-
PGA Golf	-	34.99
Phantasy Star III	-	49.99
Rastan Saga 2	24.99	-
Road Rash	-	34.99
Saint Sword	29.99	39.99
Shining + Darkness	-	59.99
Sonic Hedgehog	29.99	31.99
Spiderman	-	34.99
Star Flight	-	49.99
Strider	29.99	39.99
Sword of Sodan	-	24.99
Thunder Fox	-	36.99
Toe Jam & Earl	-	31.99
Wonderboy 4	34.99	-
Wrestle War	34.99	-
Zany Golf	-	24.99

★★NINTENDO GAMEBOY★★

GAMEBOY + BATTERIES + HEADPHONES + FREE PROTECTOR

£59.99

AS ABOVE + ANY GAME YOU LIKE + GAMEBOY PROTECTOR

ONLY £79.99

2 - Player Cable	9.99	Amplifier	9.99
AC/DC Power Supply	12.99	Large Carry all Case	19.99
Battery Recharger Pack	26.99	Light Boy (Mag + Light)	19.99
Gameboy Protector	9.99	G.Boy Pouch	10.99
Case Boy (Hard)	12.99	Tote Hard Case	14.99
Leather Case	19.99		

Baseball, Batman, Bill and Ted, Boomers Adventure, Bubble Bobble, Bubble Ghost, Castelvania II, Catrap, Daedalian Opus, Dragons Lair, Duck tales, F1 Racer , Gauntlet II, Gremlins 2, Hal Wrestling, Hieankley Alien, In Your Face, Kung Fu Master, Lock n Chase, Mercenary Force, Mickey Mouse, Nemisis, Ninja Boy, Operation Contra, Paperboy, Pipedream, Princes Blobette, Revenge of Garor, Robocop, R-Type, Sneaky Snakes, Spiderman, Turtles, World Bowling, WWf Wrestling

ALL ABOVE HAVE ENGLISH INSTRUCTIONS

ALL £24.99 EACH

ANY 2 FOR £45.00

ANY THREE FOR £65.00

NEW SHOP.....NEW SHOP.....NEW SHOP.....
257/258 TOTTENHAM COURT ROAD, W1 9AB
TEL: 071 - 631 4627

★★SEGA GAMEGEAR★★

GAMEGEAR SYSTEM PLUS FREE PROTECTOR WORTH £9.99

£99.99

GAMEGEAR + ANY GAME

£119.99

GAMEGEAR ADAPTOR

★★AVAILABLE NOW★★

LETS YOU RUN MASTER SYSTEM GAMES ON YOUR GAMEGEAR £29.99

AC/DC Power Supply	9.99	Fantasy Star	24.99
Battery Pack	39.99	G-Loc	24.99
G.Gear Protector	9.99	Mickey Mouse	24.99
2-Player Cable	14.99	Ninja Gaiden	24.99
G.G Carry Case	19.99	Outrun	24.99
G.G Deluxe Case	24.99	Pacman	24.99
Widegear - Glass	14.99	Putter Golf	19.99
Widegear - Plastic	10.99	Rastan Saga	24.99
Columns	19.99	Sninobi	24.99
Dragon Crystal	24.99	Wonder Boy	24.99

★★PC ENGINE★★

PC ENGINE - CORE GRAFF PAL I VERSION

£139.99

★★PC ENGINE PORTABLE GT★★

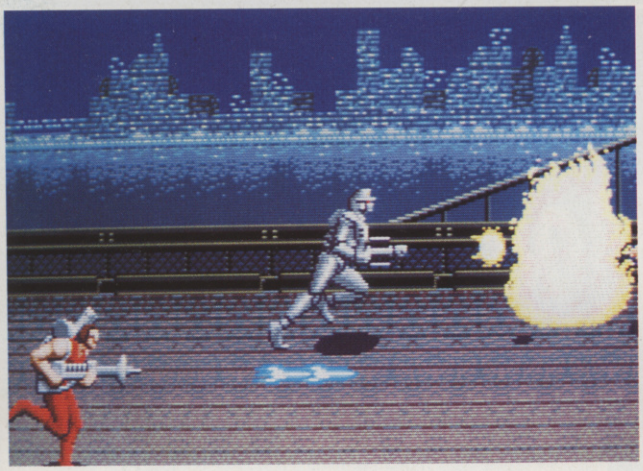
£199.99

Control Pad	19.99	PC kid II	34.99
4-Player Adaptor	19.99	Power Eleven Soccer	29.99
Final Soldier	29.99	R-Type	24.99
Jackie Chan	29.99		
Legend of Tomma	29.99	**RING FOR FURTHER TITLES**	
Parisol Stars	39.99		

RETAIL STORE/MAIL ORDER INFORMATION

RETAIL STORE: 2, GLADSTONE HOUSE, HIGH ROAD, WOOD GREEN N22 0AA (Corner of Gladstone Ave) (100 yards Wood Green Tube Stn) (On Piccidilly Line)
Tel: 081 889 9412 Fax: 081 889 9413. ABOVE PRICES ARE MAIL ORDER ONLY. MAIL ORDER: CHEQUE/P.P TO: SCS (CVG), 655 GREEN LANES, LONDON N8 0QY
P&P ADD 75P FOR SOFTWARE, £5 FOR MACHINES.
LICENCED CREDIT BROKERS. TRADE ENQUIRIES WELCOME. ALL PRICES SUBJECT TO CHANGE WITHOUT PRIOR NOTICE. E&OE.

Access VISA



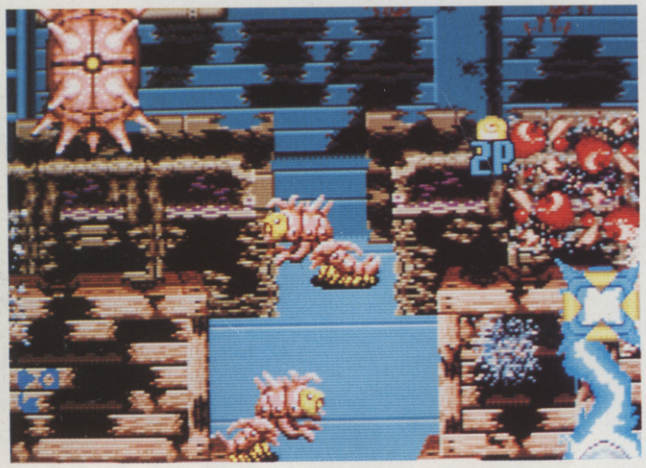
ALIEN STORM

Yipe! Alien infestation alert! Some pretty gruesome off-worlders have set up camp on earth and are running riot in the streets, scaring the shoes off innocent civilians. Luckily, Earth was ready for them, and a deadly squad of three(!) heavily-armed troopers have been trained to deal with just this sort of emergency.

All three characters could go into battle simultaneously in the coin-op original, but of course the Megadrive version can only cope with one or two players. They march across the nine horizontally scrolling stages, zapping away at any xenomorph blobs lame enough to get in the way. These levels are interspersed with fast-blasting 3D bonus sections, in which the heroes get to torch the aliens wandering around shops and laboratories and grab health restoring icons.

This is a fine conversion of an excellent coin-op, with first-rate graphics, sound and gameplay. There is, however, a fly in the ointment because, like a lot of Megadrive titles, Alien Storm is just too easy to complete. The official UK version was easily finished by several of our team (even on the hardest difficulty level), but for some reason an imported Japanese cartridge proved slightly more difficult to beat.

Arcade experts are advised to buy foreign, and leave the Brit game for our less experienced brethren.



GRAPHICS	88%
SOUND	80%
PLAYABILITY	87%
LASTABILITY	70%
OVERALL	80%

IMPORT

GRAPHICS	88%
SOUND	80%
PLAYABILITY	87%
LASTABILITY	84%
OVERALL	86%

ALTERED BEAST

This comes free with some official Megadrive packages. It's a spot-on conversion of the coin-op, featuring all five levels, one or simultaneous two-player action and identical graphics (the sequence where you transform from man to beast is particularly good), speech and music.

So it's pretty brilliant, then? Well, not really. The trouble is, the arcade game wasn't exactly a smash-hit - it's a very simple beat 'em up with only five levels. The gameplay is very samey, and it doesn't take long to get all the way through the game.

To state a cliche, fans of the arcade game will love this, but others will find this only has limited appeal. It's okay as a freebie, but don't expect it to keep you occupied for very long.

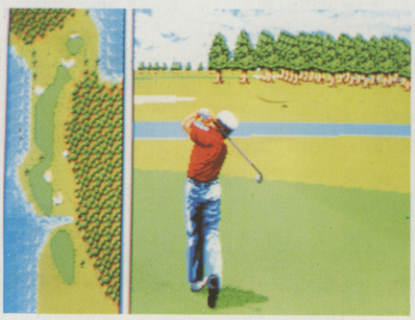
GRAPHICS	78%
SOUND	73%
PLAYABILITY	72%
LASTABILITY	57%
OVERALL	67%

ARNOLD PALMER'S GOLF

If you don't fancy donning your large-checked flares, your lovely mauve pringle jumper and taking a stroll around a wind-swept golf course, why not try out this Megadrive simulation instead.

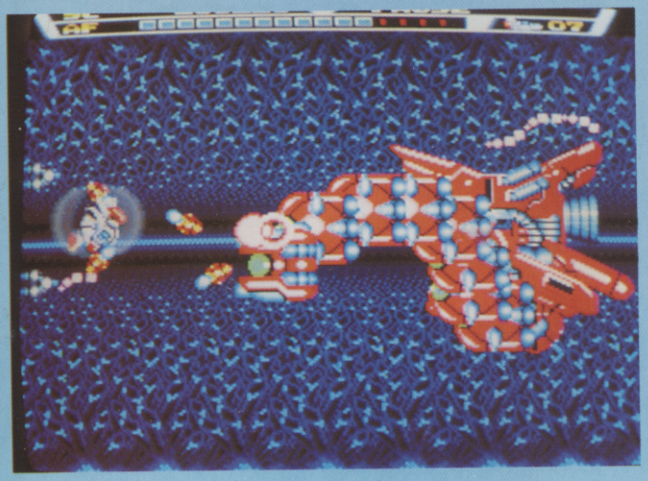
The control method and selection of clubs is very comprehensive, and your on-screen golfer is able to perform an amazing variety of different strokes. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf is a very good golf game.

However golf fans are recommended to check out PGA Tour Golf before they part with their readies. It's even better than this, with a superb control method, AND has battery-backed RAM so you can load and save positions and players!



GRAPHICS	79%
SOUND	69%
PLAYABILITY	85%
LASTABILITY	78%
OVERALL	81%

ARROW FLASH



Dr Schwinn is having a bit of trouble with Zorgon V, a space pirate who wants to get his hands on the doc's time travel project. Luckily, Dr Schwinn has been knocking up the Arrow Flash attack vessel in his spare time, and has sent his daughter out in it to destroy Zorgon's base and all his vile associates.

This, of course, is the traditional recipe for a Megadrive shoot 'em up stew, but this particular example is lacking spice, and Arrow Flash could even pass for a Master System game. The sprites and backgrounds are of a very bland design, and the music and sound effects are bog standard and instantly forgettable.

Gameplay is equally dull. It's standard, scrolling, extra weapons, destroy-the-boss stuff, and the only potential twist is your ship's ability to transform into a robot with slightly different weaponry. Unfortunately, that's not enough to keep you awake while wave after wave of cannon-fodder aliens amble past.

Only the most undemanding players need apply.

GRAPHICS	50%
SOUND	46%
PLAYABILITY	59%
LASTABILITY	49%
OVERALL	48%

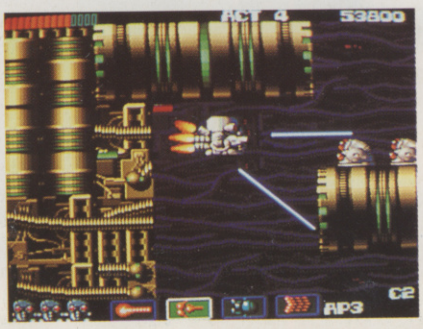
ATOMIC ROBO KID

Controlling a cute little robot who looks rather like Dusty Bin with big lasers, it's your job to eradicate the alien scum from your large, multidirectionally scrolling planet.

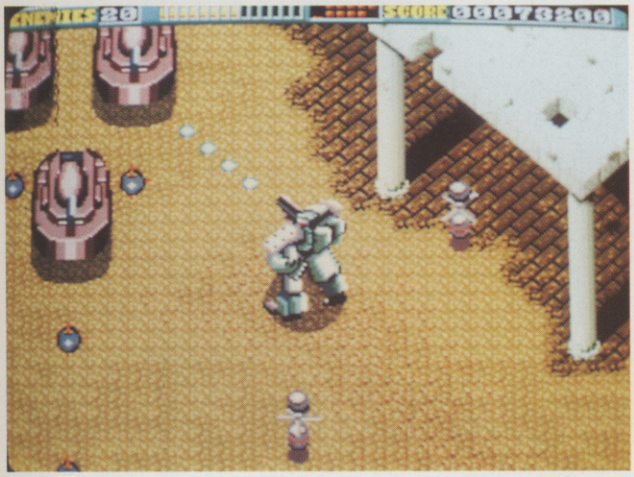
There are four different power-ups to collect, some more effective on certain types of aliens than others, and you can cycle between them to ensure maximum kill rate. A nice touch is that if you get blown up, you only lose the current active weapon, rather than the whole lot, like you do in some games.

The graphics and sound are very similar to their arcade counterparts, and the gameplay is tough enough to keep you coming back for more. However, there are so many good shoot 'em ups around on the Megadrive, you might want to have a look at other games in the range such as Hellfire and Gynoug before spending your cash. Atomic Robokid might be a good game - and fans of the original coin-op will love it - but there are better blasters around.

GRAPHICS	79%
SOUND	78%
PLAYABILITY	84%
LASTABILITY	76%
OVERALL	80%



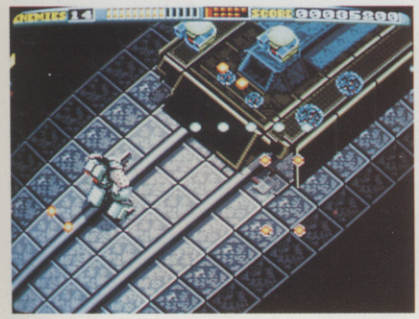
AXIS FZ

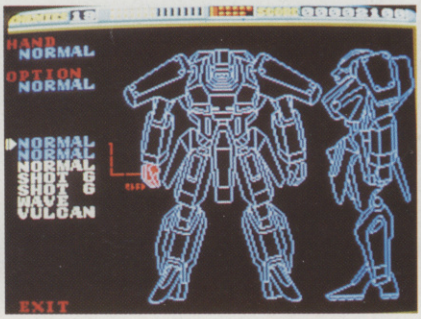


This unusual shoot 'em up is quite hard to get hold of these days, but it's worth a search. Your joypad controls a large armoured battle robot on patrol in a scrolling city. Nothing new there, of course, but what makes Axis unusual is the viewpoint, from which the city streets are displayed in a sort of isometric perspective. Tanks, planes and other robots attack from all sides, but luckily your droid is armed with a load of weapons and after a lengthy game you can find yourself with a selection of 20 guns, rockets, mines and lasers!

All this means lots of explosions and, consequently, an exciting game. The only problem is that the action does tend to slow down as the screen fills up with baddies, but that's quite tolerable.

Axis FZ is another one of those games which could well turn up in a bargain bin, so if you can find it, buy it!





GRAPHICS	85%
SOUND	65%
PLAYABILITY	86%
LASTABILITY	80%
OVERALL	84%

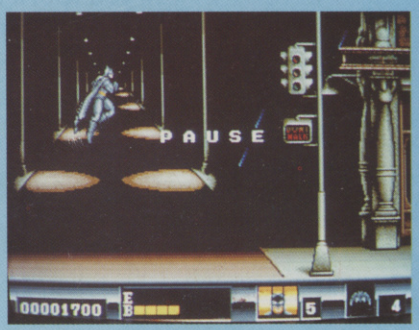
BATMAN

The object of this game-of-the-film is to destroy The Joker and his large army of evil henchmen before they take over Gotham City and destroy the population with deadly laughing gas.

The action takes place over a variety of scrolling levels packed with weapon-wielding baddies who are all out to get Batman. The hero can run and jump, and can also use his bat-rope to climb to otherwise inaccessible places.

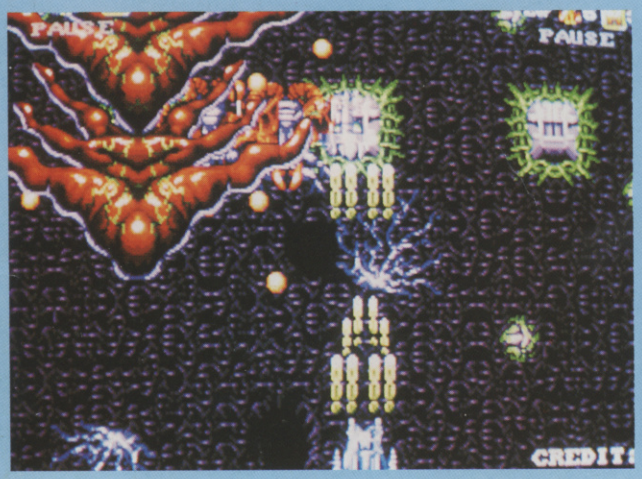
The graphics and sound are truly tremendous: the beautifully-drawn backdrops are as sombre-looking as the sets in the film, the animation on the sprites is excellent, and there's a range of thumping rock tracks to accompany the action.

In fact the only problem with the game is that it's fairly easy to beat - expert players should be able to go all the way through in a matter of hours. And once you've been through it a couple of times, the appeal wanes. Novices should enjoy the action, though.



GRAPHICS	90%
SOUND	91%
PLAYABILITY	84%
LASTABILITY	69%
OVERALL	80%

BATTLE SQUADRON



This is another one of that rare breed of Megadrive game, a shoot 'em up which allows two players to take part at the same time. You and your partner (if you have one) have to wing your way over the exterior and interior of the planet Barrax, blasting hell out of the Barraxian gunships and laser emplacements which pop out of the scenery. There are the usual collections of weapons to grab and bosses to zap at the end of each stage - so no surprises there.

If it all sounds a bit previous, that's because it is. That's not to say Battle Squadron is a bad game, though, because the truth is it's graphically excellent, the weapons are impressive and there are a few really good ideas, such as the enemy ships with the cloaking devices. In its day, Battle Squadron was close to the cutting edge of shoot 'em up technology, but nowadays there are lots of more exciting blasts, Gynoug and Hellfire, for example.

GRAPHICS	83%
SOUND	79%
PLAYABILITY	80%
LASTABILITY	77%
OVERALL	79%

BIMINI RUN

Having struck out at the local singles club, evil Dr Orca has kidnapped Kenji Ohara's sister and helicoptered her off to his tropical island hideout. Unfortunately, as well as having evil designs on beautiful Kim, Orca also wants to destroy the world! All this is more than Kenji can stand, and he and his mate Luka pile into their speedboat and head out to sea to look for the Doc's base then blow it away.

After such a dramatic and slightly unusual plotline, the actual game comes as a bit of a disappointment. First impressions of Bimini Run are, "What a steaming pile!", thanks to the completely cruddy graphics which aggravate the eyeballs from the start.

However, as the game progresses you discover that it isn't all as bad as it looks. The graphics don't improve much, but once you get past the first level, a few extra gameplay features (such as more powerful weapons and an explore-the-map stage) appear which make things a bit more bearable.

If you spot it on an importer's ad at bargain basement sale price, it's worth a go.

GRAPHICS	45%
SOUND	70%
PLAYABILITY	63%
LASTABILITY	55%
OVERALL	60%

YOUR MISSION

- This game's a doddle. Even for the inexpenienced player.
- Simply track down the thousands of computer games equipment bargains at the Christmas Computer Shopper Show at Wembley.
- Select transport option: train (BR Wembley Central) tube (Wembley Park: Jubilee and Metropolitan lines) bus or car (ample parking).
- Arrive at the newly extended Wembley Exhibition Centre between 10.00 hours and 18.00 hours during the period: Thursday 5th December to Sunday 8th December.
- Once inside you'll find yourself in a maze of over 200 stands brimming with bargains.
- Now the real task begins: net more than you could ever dream of for your money.
- Bonus points: buy your tickets today and save money (up to £5.00) on the admission price and get a time bonus (beat the queues).
- You can't lose, but good luck anyway.

THE CHRISTMAS COMPUTER SHOPPER SHOW 1991

5-8 DECEMBER · WEMBLEY EXHIBITION CENTRE

Please send me: ___ Adult tickets at £4.50 (save £1.50). ___ Under 16's tickets at £3.00 (save £1.00). ___ Family tickets at £13.00 (save £5.00), admits up to 2 adults and 2 children.

I would like to pay by (please tick): ☐ Cheque made payable to BLENHEIM PEL, ☐ Visa ☐ Access ☐ Amex ☐ Diners

Card no. _____ Expiry date _____ Signature _____

Name _____ Address _____

_____ Postcode _____

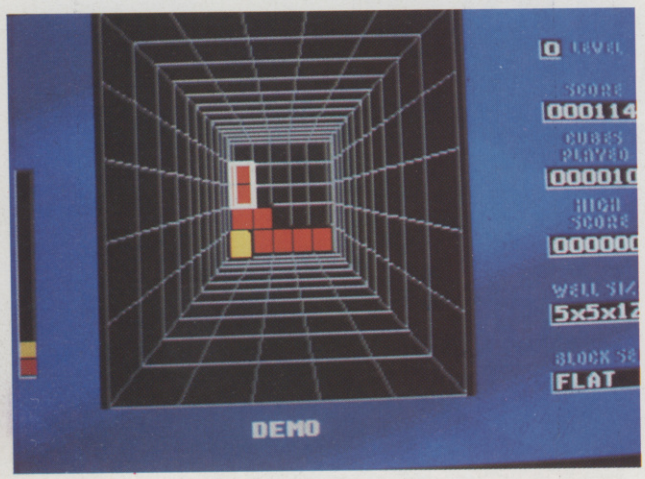
Please return your completed order and full payment to: The Christmas Computer Shopper Show, BLENHEIM PEL, PO Box 2, Ellesmere Port, South Wirral, L65 3EA. Closing date for ticket application 29th November 1991.

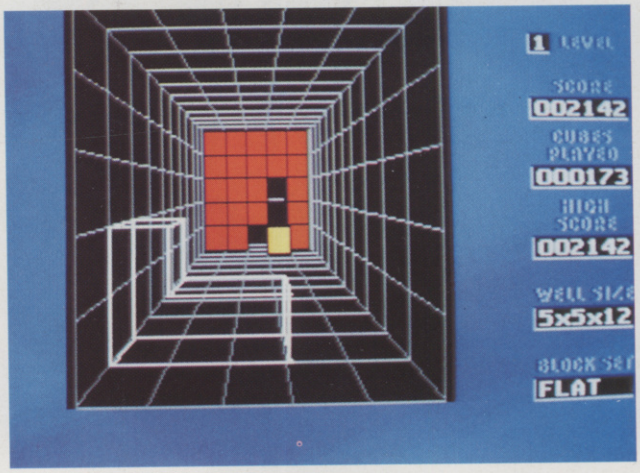
MMII

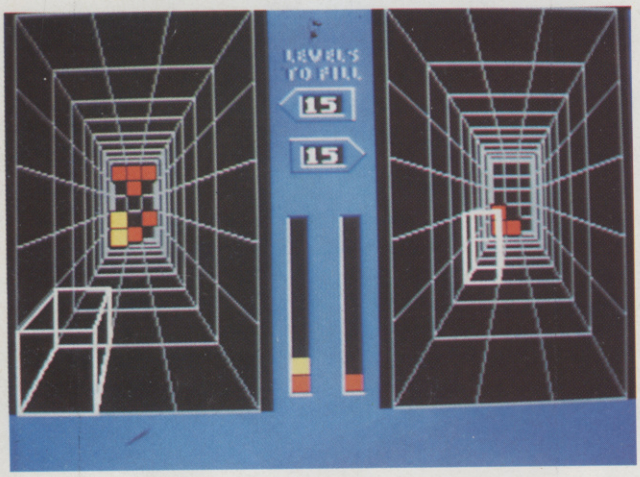
BOOK NOW 051 357 1736

SPONSORED BY COMPUTER SHOPPER MAGAZINE

BLOCK OUT



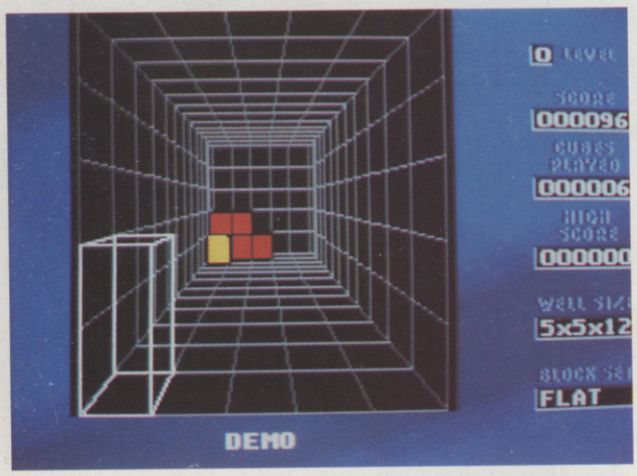


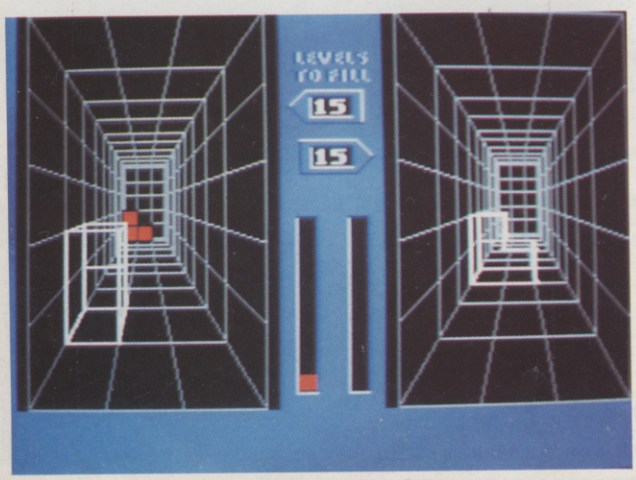


In the absence of a legitimate version of Tetris, this takes the award for Best Megadrive Puzzle Game. As in Tetris you have to slot falling blocks together to form solid layers, which earn points, but unlike Tetris, this game is played in three dimensions. The action is viewed from the top of a pit, and as the blocks fall you can rotate them around three axes before slotting them in. Completed layers disappear, but if you let the blocks pile up past the top of the pit, it's game over.

There are numerous game variations which let you change the speed of the blocks, the size of the pit and even select a more complicated set of shapes. The best way to play is against another person, though, because as you sink layers in your pit, so layers appear in your opponent's pit on the other side of the screen!

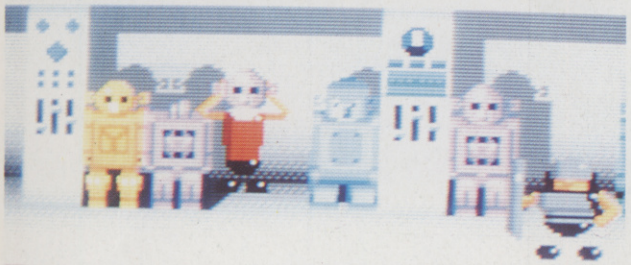
At first, the controls make Block-Out difficult to get to grips with, but it's certainly worth persevering. It's absorbing and exciting, and if you've got someone to play against you just can't afford to miss it!





GRAPHICS	70%
SOUND	30%
PLAYABILITY	92%
LASTABILITY	93%
OVERALL	**91%**

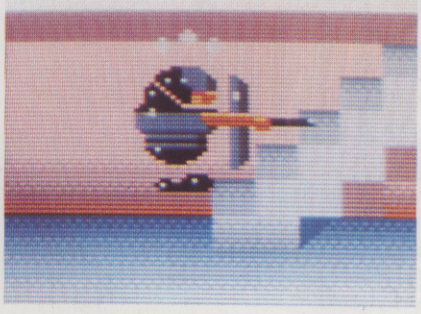
BONANZA BROS.



Mobo and Robo are a pair of modern-day Robin Hoods who spend their time "robbin' hoods"! What we mean by that minuscule joke is that they actually steal from the corrupt then use their loot to help small children and furry animals. Their unique talents are now required by the police, who are keen to break organised crime rings in the city but need expert thieves to steal evidence for them.

One or both of the burglar boys (in the form of one or two players) can take part in this conversion of Sega's cult coin-op. The screen is split in two so that the players can explore separately. Between the two playing screens is a map of the building/mine/luxury yacht being burgled. Unfortunately, these places are teeming with gun-toting security guards, robot watch dogs and fat men who bombard the boys with explosives to stop them escaping. Further hazards come in the form of rakes, tin cans and crushers which can all cause our heroes to come croppers.

This is a faithful representation of the arcade game, with all the visual humour and stylish graphics of the original. Unfortunately, it lacks its playability, and is also so simple that it quickly becomes tedious. It's also very easy to complete, especially in two player mode (which is how it's meant to be played, after all).



GRAPHICS	88%
SOUND	84%
PLAYABILITY	70%
LASTABILITY	55%
OVERALL	70%

VISA

KINGBIT GAMES

9 CALEDONIAN ROAD, HAYMARKET, EDINBURGH, EH11 2DA
TELEPHONE: 031 337 9610 / FAX: 031 313 4204

GAMEGEAR.....£92
GAMEGEAR INC GAME.....£112
G.G.Magnifier.....£18
Master Gear.....£22
G-Loc.....£24
Baseball.....£24
Leaderboard.....£26
Pacman.....£24
Outrun.....£23
Halley Wars.....£24
Rastan.....£23
Please call for other titles

Arcade Power Stick.....£34
Games Convertor.....£10
Turbo Joypad.....£15
SJ3500 Joypad.....£15
Alien Storm.....£29
Abrahams Battle tank.....£35

MEGADRIVE OFFER ONE
MEGADRIVE INC ONE OF THE FOLLOWING
£129
SONIC, ICE HOCKEY, MERCS, BATMAN, ROAD RASH, STRIDER OR BASEBALL

SEGA MEGADRIVE INC ONE GAMES (INC JOYPAD, PSU) £119
ESWAT, DICK TRACY, SHADOW DANCER, OR MOONWALKER
SEGA MEGADRIVE INC 3 GAMES, JOYPAD + P.S.U. £150

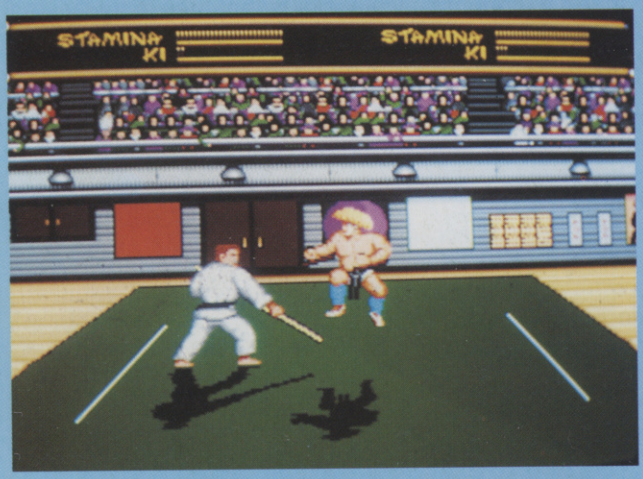
Bare Knuckle.....Call
Bonanza Bros.....£30
dinoland.....£34
Dick Tracy.....£24
Decapattack.....£35
Devil Crash.....£33
Eswat.....£17
Fatal Rewind.....£31
F-22 Interceptor.....Call
Golden Axe.....£28
Golden Axe II.....Dec
Hellfire.....£26
Ice Hockey.....£34
John Madden.....£31
Lakers v's Celtics.....332
Moonwalker.....£23
Mickey Mouse.....£27
Mercs.....£34
PGA Golf.....£34
Phelious.....£20
Phantasy Star III.....£45
Road Rash.....£32
Sonic Hedgehog.....£29
Strider.....£26
Shining in Darkness.....£49
Super Monaco.....£33
Streets of Rage.....£34
Raiden Trad.....£35
Shove It.....£21
Space Harrier II.....£22
Shadow Dancer.....£23
Space Invaders.....£25
Spiderman.....£32
Sword of Vermission.....£36
Super Volleyball.....£24
Thunderforce III.....£25
The Immortal.....Call
Toe Jame & Earl.....Call
Turrican.....£36
Verytex.....£29
Volfied.....£29
Wardner.....£25
Zero Wing.....£34
Zoom.....£21

FAMICOM (SCART).....£199
FAMICOM INC 2 GAMES.....£270
Actraizer.....41
Castlevania.....Call
Final Fight.....£42
F-Zero.....£39
Hyperzone.....£41
Pro Soccer.....£41
Mario.....£41
Ghouls and Ghosts.....£46
Geoman.....£42
Super Tennis.....£43

GAMEBOY (JAP) INC GAME....£66
(CHOICE OF 5 GAMES)
GAMEBOY (UK).....£68
PLEASE CALL FOR GAMES TITLES IN STOCK

MEGADRIVE OFFER TWO
MEGADRIVE INC THREE OF THE FOLLOWING GAMES
£184
GAMES IN OFFER ONE PLUS DONALD DUCK, WARDNERS, HELLFIRE, SPIDERMAN

WE OFFER A MAIL ORDER SERVICE : P&P CONSOLES £7, GAMES £1
ALL CONSOLES HAVE A ONE YEAR GUARANTEE
WE ALSO BUY, SELL AND PART EXCHANGE 2 ND HAND GAMES, PLEASE CALL FOR PRICES
OPENING HOURS MON-SAT 10AM - 6.30PM



BUDOKAN

Billed quite correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills - nunchuku, bo, karate and kendo.

The idea is to practice all four skills and get good enough to enter and win the budokan, the martial arts championship to end all championships.

When you practice, your master gives you hints and tips on how to improve your performance. Once you've honed your skills it's time to enter the Budokan and test your skills against 12 tough opponents - and we mean tough!

With over 25 moves per art and those very tough opponents, Budokan isn't a game you'll master overnight. But it's well worth persevering with, because it's so rewarding once you start making headway! A must for beat 'em up fans who want a little bit more from their games than just simple and easy-to-master street-level violence.

GRAPHICS	81%
SOUND	79%
PLAYABILITY	82%
LASTABILITY	86%
OVERALL	81%

BURNING FORCE

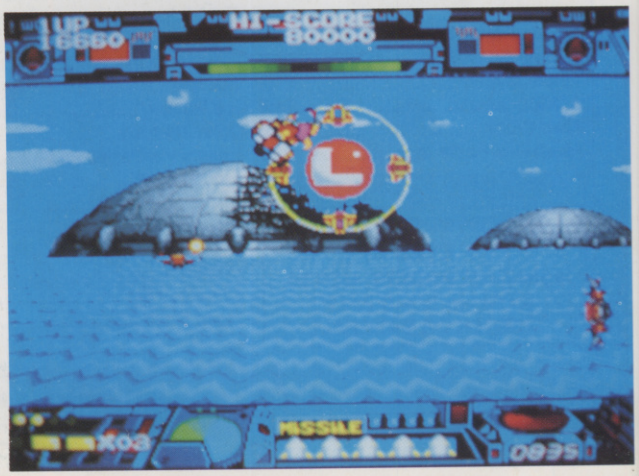
Very much in the Space Harrier mould, this 3D shoot 'em up puts your bum on the fairly comfortable seat of a high-powered jetbike with the object of blowing up everything that gets in your way.

Like all shoot 'em ups, there are plenty of extra weapons to pick up, ranging from spread lasers to high-powered missiles, and hordes of mean 'n' meaty aliens to use them on.

Burning Force is quite an attractive game - the graphics are very good and the sound isn't too bad - but unfortunately it's let down in the gameplay department. It's very repetitive, and after a few hours it gets plain boring. Just fly over that 3D landscape and keep on blasting and avoiding any indestructible objects that might get in your way.

Space Harrier fans are bound to absolutely adore this - it's got an awful lot more to it than Space Harrier II. But most other blasting fans will get bored very quickly.

GRAPHICS	83%
SOUND	82%
PLAYABILITY	79%
LASTABILITY	71%
OVERALL	76%

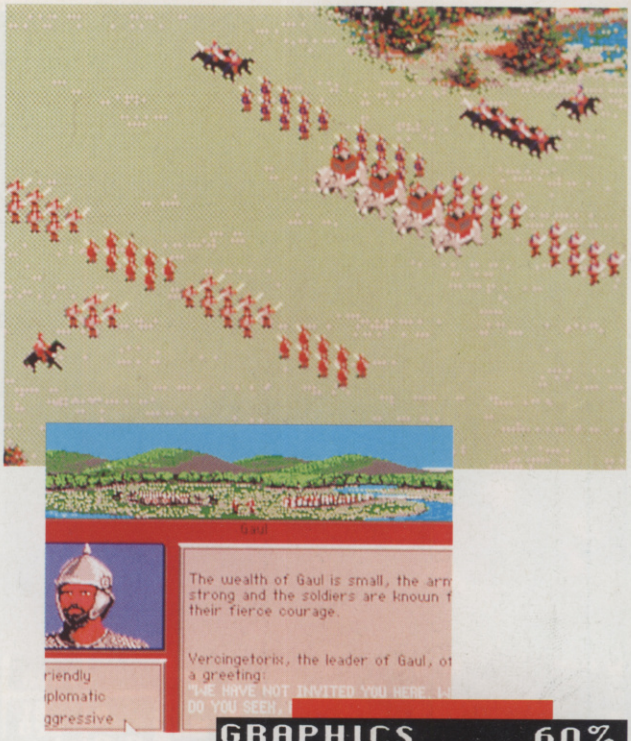


CENTURION

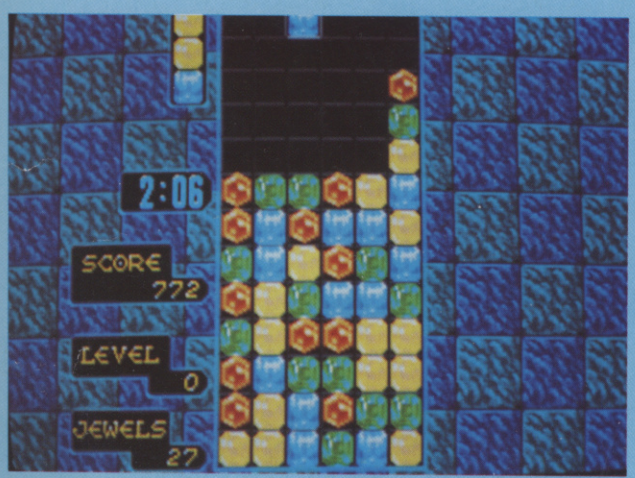
Join the legions of Rome in this strategy game set in 275 BC. You start the game as an officer in command of an infantry legion and you have to work your way up to Emperor, while spreading the empire's boundaries across Europe and beyond.

The game throws you in at the deep end, governing a rebellious Roman populace who must be calmed either by lowering taxes or defeating them on the battle field. Alternatively, you could try to impress them with your chariot racing skills in the local amphitheatre, but mind you don't over-whip your horses or your chariot is destroyed. Meanwhile, marching over the Alps is the Macedonian army who are especially unbeatable when most of your legion has been wiped out by the revolting plebeians. If you can face up to these challenges you're promoted and can set up stronger legions and even a navy to conquer far-off lands.

The trouble is, anyone without an insatiable interest in Roman history will find the game too difficult to be worth persevering with. To the untrained eye, it also seems unrealistic and unpredictable. For instance, you can abolish taxes and annihilate the rebel army three years running, and the people are still rebellious! Hmmm...



GRAPHICS	60%
SOUND	62%
PLAYABILITY	54%
LASTABILITY	50%
OVERALL	52%



COLUMNS

Sega's answer to Tetris, this rather cerebral game's objective is to continuously match groups of three differently-coloured jewels as they fall down the screen. If you make a line, either horizontally, vertically or diagonally, the jewels disappear and you're awarded points. If the pile reaches the top of the screen, it's game over.

This mightn't sound very exciting, but Columns is surprisingly addictive, and once you get into the action, just watch those hours fly by.

The graphics are simple, but effective, and there are three excellent soothing soundtracks to accompany the action. There's also huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.

If you're after a thoroughly enjoyable puzzle game that you'll be coming back to months after you bought it, give this a go.

GRAPHICS	69%
SOUND	85%
PLAYABILITY	88%
LASTABILITY	87%
OVERALL	86%

CRACKDOWN

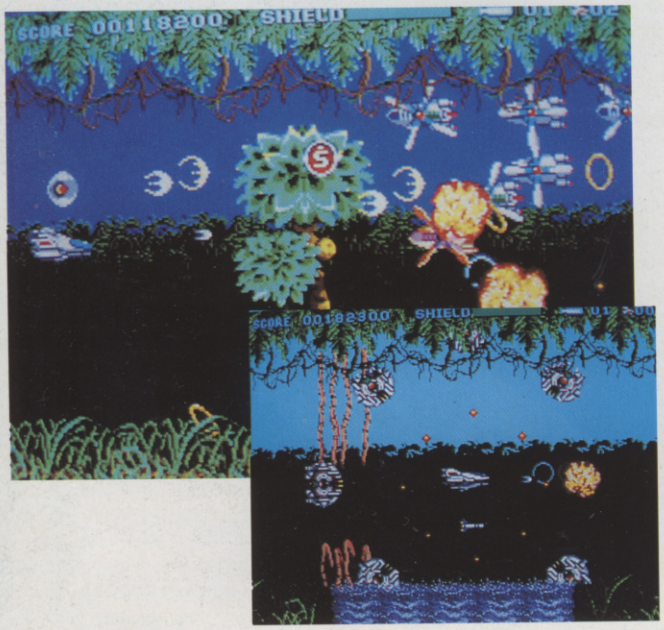
Crackdown was one of Sega's less spectacular coin-ops (no 3D graphics, y'see) so it couldn't have been too difficult to convert to the Megadrive. It's a one or two player mission into a complex of viewed-from-above mazes which are infested with zillions of robot troopers. Ben and Andy (the good guys) have to sneak around the maze, planting time bombs on strategically-placed Xs while avoiding the fire of the enemy androids. That done, they both have to reach the exit at the far side of the maze before the fuses run down and the place explodes.

As in the arcade game, the screen is split into two so that Ben and Andy can each go it alone, and this is probably one of the reasons this game falls down. Splitting an ordinary sized TV screen into two separate playing areas has meant that the sprites have been miniaturised. As well as losing a lot of the graphic splendour of the coin-op, this has made some of the smaller obstacles, such as the deadly electric sparks, extremely difficult to see - and easy to walk straight into. Having said that, finishing the game doesn't require too much skill, and if you're playing alongside a partner it won't last long at all.

Another one for Megadrivers who are just cutting their teeth on this type of game.

GRAPHICS	70%
SOUND	75%
PLAYABILITY	71%
LASTABILITY	69%
OVERALL	**70%**

CURSE



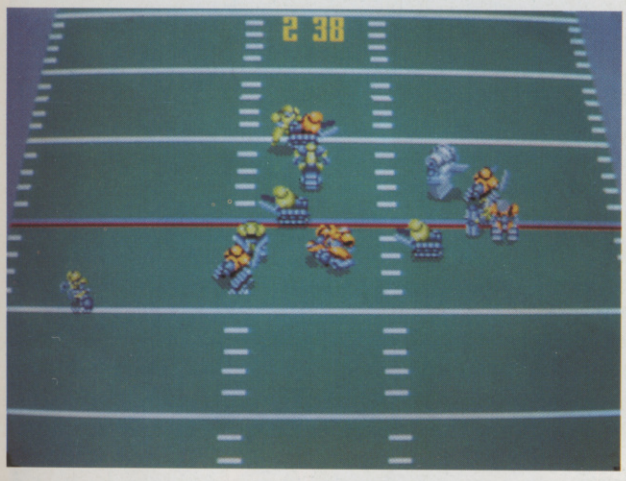
This is one of the fastest horizontally scrolling shoot 'em ups on the Megadrive, but not one of the best. When you first play, the sheer speed of the action coupled with the zillions of baddie sprites zinging around the screen seems almost too much to cope with. However, grab an extra weapon and watch your kill rate go through the ceiling!

While Curse is fun to play, it suffers from a lack of originality and one very annoying feature - when you die (even fairly early on in the game) you lose all your extra weapons, and it's very difficult to continue.

The programmers probably did this because there are only five levels, and if you kept your weapons you'd finish the game with ease. But it's frustrating to have to constantly restart and go through the early stages over and over again. There are loads of other horizontally scrolling blasting games available on the Megadrive, and we recommend you shop around and find something with more levels, better graphics and longer lasting appeal.

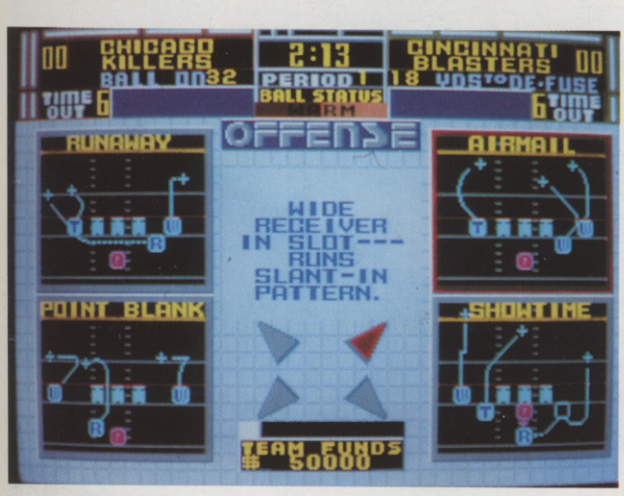
GRAPHICS	71%
SOUND	69%
PLAYABILITY	71%
LASTABILITY	61%
OVERALL	**65%**

CYBERBALL



Set many years from now, Cyberball is American Football played by 20 feet high robots controlled from a remote point above the gridiron. All the rules of American Football are adhered to except for one thing - the ball has been replaced by a bomb whose fuse is slowly ticking down, and the only way to defuse it is to get that first down within the required downs.

Cyberball is a good arcade conversion and features neat graphics and all the moves and features of the coin-op. However since its release it has been overshadowed by John Madden Football, which is a much better simulation of American Football simulation with a lot more depth and realism, and even better graphics and sound. So unless you're a complete and utter Cyberball nut, try out John Madden Football instead.



GRAPHICS	79%
SOUND	82%
PLAYABILITY	81%
LASTABILITY	77%
OVERALL	79%

DANGEROUS SEED

More space mutant frenzy here in another up-the-screen blaster. Alas, Dangerous Seed isn't one of the better examples. It's hardly worth explaining the plot, but the gameplay boils down to a tawdry trip through a few zones of unexciting scenery, sending a never-ending supply of laser bolts into a never-ending supply of alien scum. The one "innovation" takes the form of the player's ship which can transmute into one of three differently-armed battle cruisers when certain icons are collected.

Dangerous Seed is a rather sad excuse for a shoot 'em up, featuring weedy graphics, laughable sound, and a lot of all-too-familiar gameplay. It's also very easy. Even the most retarded gamesplayer will have completed it in under an hour. So, unless wasting your money is your idea of fun, give Dangerous Seed a miss.

GRAPHICS	45%
SOUND	40%
PLAYABILITY	55%
LASTABILITY	41%
OVERALL	40%

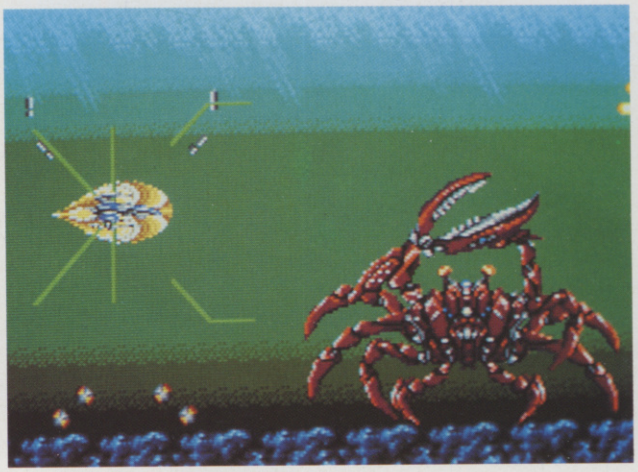
DARIUS 2

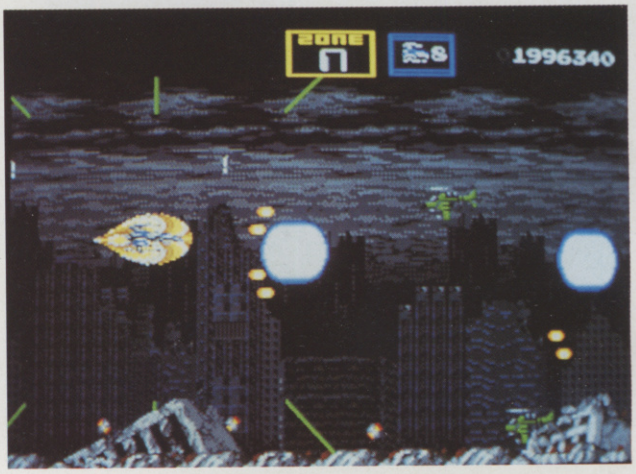
Taito originally released Darius as a very wide screen coin-op (the display was actually three monitors placed side by side), but the concept never really took off in Britain, where arcades are small. This is an ordinary squat-screen conversion of the second Darius game, Sagaia, and it has recently been launched in the USA under that title (this, incidentally, leads us to think that it may be a candidate for official release in the UK too).

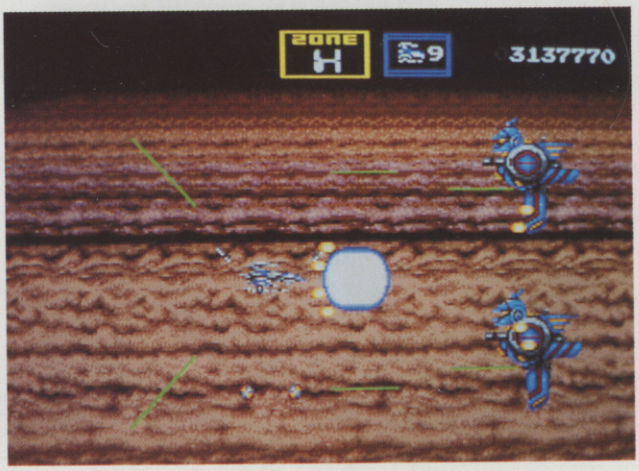
The game is a horizontally-scrolling shoot 'em up set in the 26 planets of the Darius system, all of which need to be cleared of alien slime. Zap through each level in your spacecraft, torching sprites galore and grabbing the laser and bomb pods they leave behind. Suitably tooled up, you then get to do battle with the top baddie at the end of the level and with him beaten, you can select the next planet on your route through the solar system.

As far as content goes, there's not much here that you won't find in any other Megadrive shoot 'em up, but Darius II does have a certain style about it. The graphics throughout are brilliantly designed, though the rather undersized bosses are a tad disappointing. There isn't a great deal of variation in the action nor in the power-ups, but the game remains very challenging, even for experienced players. And even when you finish it once, the game's not over, because there's a different ending sequence for each of the seven planets at the end of the mission.

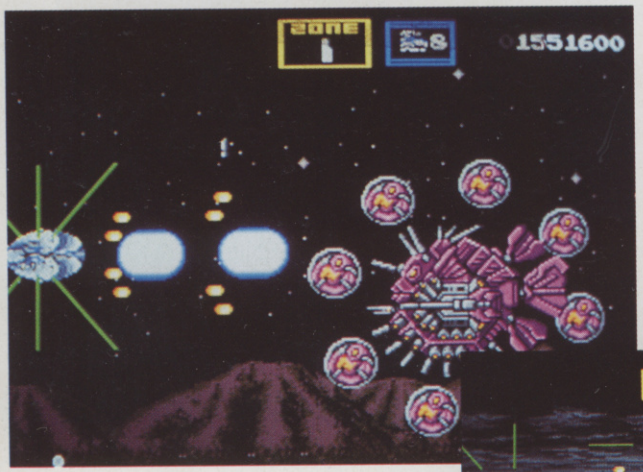
Not a spectacular game, but purist shoot 'em up fans won't find it disappointing.

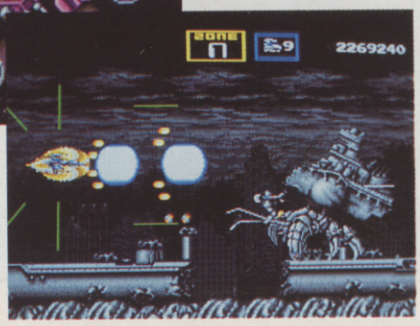




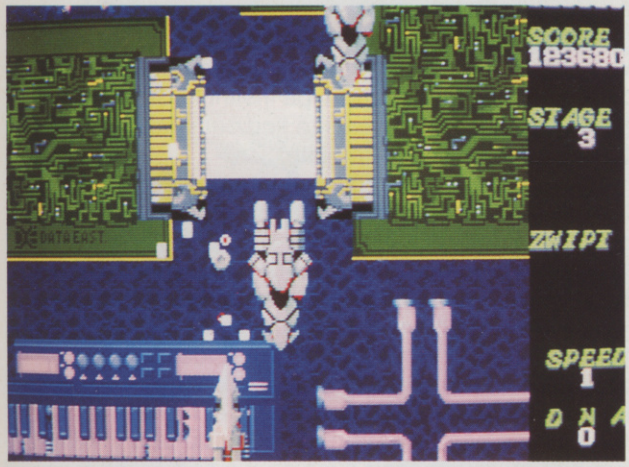


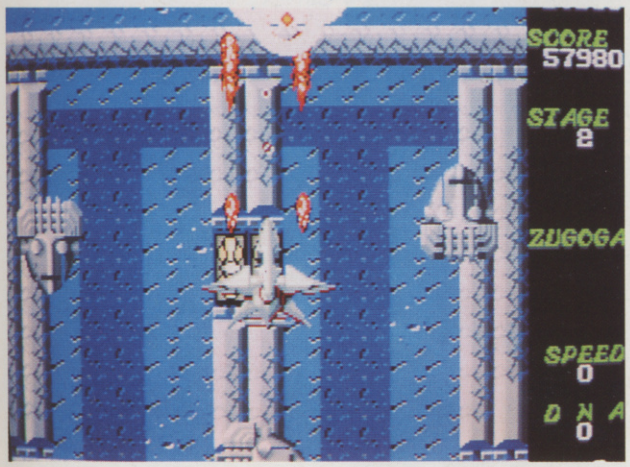
GRAPHICS	85%
SOUND	82%
PLAYABILITY	83%
LASTABILITY	79%
OVERALL	83%





DARWIN 4081





A conversion of the rather obscure vertically scrolling shoot 'em up, Darwin 4081 is yet another scroll-up-the-screen alien blasting game with extra weapons and big end-of-level guardians to destroy.

The extra weapons system is somewhat strange - your ship changes depending on the DNA symbols it picks up, and some are better than others. It's quite a laugh working out which does what - there are some pretty impressive weapons - but the problem is that the game is very predictable. The enemy bosses hardly tax your blasting skills, and it doesn't take long to finish the game.

The graphics are fairly average and the sound is unmemorable, so unless you can pick this up cheap, it's not really worth bothering with. There are loads of Megadrive shooting games which feature much better visuals and sonics and offer a bigger challenge.

GRAPHICS	81%
SOUND	74%
PLAYABILITY	77%
LASTABILITY	67%
OVERALL	74%

VISA

C.E.S.

(DEPT CGS) 153, WHITEHART LANE
BARNES, LONDON SW13 OPJ
TEL: 081 876 5501 FAX: 081 876 5501

MEGADRIVE + ANY GAME	£129 (+£6 P&P)
SUPER FAMICOM (SCART)	£190 (+£5 P&P)
SUPER FAMICOM + ANY 2 GAMES	£270 (+£6 P&P)
*SUPER NES (AMERICAN) INC SUPER MARIO	£250 (+£6 P&P)*
SEGA GAMEGEAR	£89
GAMEBOY DELUXE	£69
THE NEW ATARI LYNX	£89

MEGADRIVE

Bare Knuckle	32.00
Fatal Rewind	35.00
Dark Castle	35.00
Star Flight	42.00
Shining in darkness	49.00
Toe Jam & Earl	38.00
Road Rash	38.00
Turrican	38.00
De Cap Attack	35.00
Devil Crush	35.00
Mercs	35.00
El Viento	35.00

CALL FOR OTHER TITLES

STOP PRESS
MEGADRIVE CD ROM UNIT
COMING SOON
RING FOR DETAILS

SUPER FAMICOM

Ghouls + Ghosts	48.00
Mario	42.00
Final Fight	42.00
F Zero	38.00
Actraizer	38.00
UN Squadron	42.00
Hyperzone	42.00
Tennis	45.00
Pro Soccer	40.00
R-Type	40.00
Goemon	42.00

SUPER NES (AMERICAN)

Actraizer
R-Type
UN Squadron
Final Fight

CALL FOR PRICES

GAMEBOY

Choplifter II	24.99
Megaman II	24.99
WWF	24.99
Spiderman	19.99
Mickey Dangerous Adv	20.99
Navy Seals	24.99
Bubble bobble	20.99
Duck Tales	24.99
Spuds Adventure	20.99

CALL FOR OTHER TITLES

GAMEGEAR

G.G. Shinobi	24.99
Griffin	24.99
Outrun	22.00
Mickey Movie	22.00

CALL FOR OTHER TITLES

ATARI LYNX

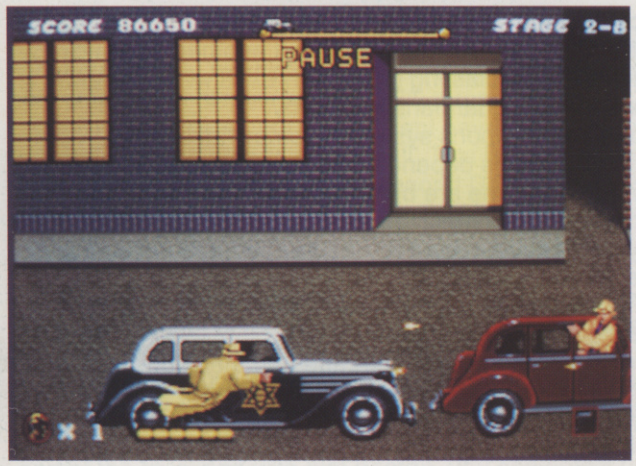
Scrapyard Dog	28.99
Ninja Gaiden	28.99
Chequered Flag	28.99
Turbo Sub	28.99
Warbirds	28.99
Pacland	28.99

ACCESSORIES

Master Gear (to play 8 bit games on Game Gear)	£24.99
JB King Stick for Famicom	59.99
Eng/Jap Convertor	9.99
G.G.2 player lead	12.99
G.C Deluxe Bag	19.99
G. G. Bag	12.99
Caddy Pack	14.99
Gameboy Amp	12.99
Gameboy Protector	12.99
Scart Lead (Famciom	20.00
Scart Lead (Megadrive)	12.99
Power Pack	12.99

WHOLESALE / EXPORT WELCOME

PLEASE MAKE CHEQUES/P.O'S TO C.E.S.
PLEASE ADD £1 P&P FOR GAMES, £2 FOR ACCESSORIES & £ FOR HANDHELDS.
PLEASE CONFIRM AVAILABILITY BEFORE SENDING MONEY



The World's Greatest Detective has uncovered an underworld bomb plot, but he's obviously not that great because he doesn't know what the target is going to be. Using his bloodhound-type instincts Dick has to hunt down the city's criminals to find out who's involved and stop them before it's too late!

The hunt takes Dick through numerous seedy locales including a railway goods yard, a warehouse and Lips Manlis' bar. For most of the time, Dick's on foot and he has to resolutely pound the beat towards the end of the level, thumping or shooting any gangsters he comes across. As well as having a service pistol, Dick packs a tommy gun under his raincoat which is ideal for perforating hoodlums running across the back of the screen.

If Dick is needed urgently elsewhere, he has to jump on the running board of the nearest police car, watching out for bad guys with their guns drawn and giving them their lead injections before they get too feisty.

The gameplay is reminiscent of Shinobi (which is no bad thing), but with extra bits (which makes it even better). The different types of level and the shooting range subgame supply the variety, and the challenging action supplies the long-lasting interest. An excellent game which any action fan should enjoy.

DICK TRACY

GRAPHICS	85%
SOUND	80%
PLAYABILITY	89%
LASTABILITY	90%
OVERALL	89%

DINO LAND

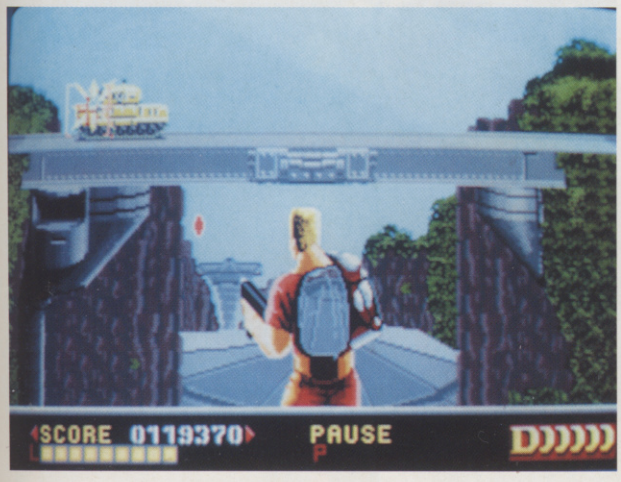
Unlike the PC Engine, the Megadrive isn't well off for pinball games and in fact this is the only one! While the idea of a pintable full of dinosaurs sounds like good fun, the reality is slightly different.

At least the plot provides some laughs. The hero dino has had his woman kidnapped by evil saurian types who have stashed her at the top of a two-level, scrolling, prehistoric pintable. By way of a rescue attempt, he curls himself into an armoured ball and gets his mates to spring him onto the table. Through skillful use of tilt, plunger and flipper controls you have to guide the dino-ball into miniature dinosaur drop targets, through rollovers and various bonus games.

While Dinoland isn't short of features, it does lack one thing vital to a good pinball game - smooth action. The scrolling of the table and the ball movement are both jerky, losing the game a lot of points for "feel". Pinball fans are advised to save their cash for the Megadrive version of Naxat's Devil Crash (the PC Engine version of which is probably the best computer pintable ever).

GRAPHICS	57%
SOUND	73%
PLAYABILITY	53%
LASTABILITY	55%
OVERALL	53%

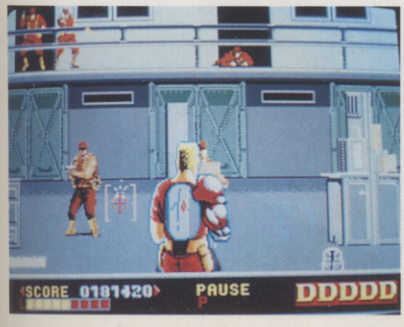
DYNAMITE DUKE



Mutant warriors are on the brink of taking over the world, and there's only one soldier left who can see the whole lot of them off. Dynamite Duke is his name, and as if his name isn't hard enough, he's equipped with a machine gun and a massive bionic arm which can punch holes through solid mutant.

The action and the display is very similar to those in the Operation Wolf coin-op, which is hardly surprising as Dynamite Duke hit the arcades at the same time as a load of other Op Wolf clones. Unlike Op Wolf, you control a Duke sprite at the bottom of the screen, aiming his gun and punching any fool mutants who get too close. Duke also has a bazooka fitted into his arm, and he can grab power-ups such as dynamite punches, a bulletproof vest and extra bazooka shots.

The Megadrive version looks and plays very like the coin-op, and is very entertaining... but only for a while. The problem is it's just too darn easy, so if you're a bit hot with the joypad you may find you've finished the game before you've had your money's worth. Less accomplished players should have a good time, though.



GRAPHICS	82%
SOUND	74%
PLAYABILITY	84%
LASTABILITY	69%
OVERALL	80%

EA HOCKEY

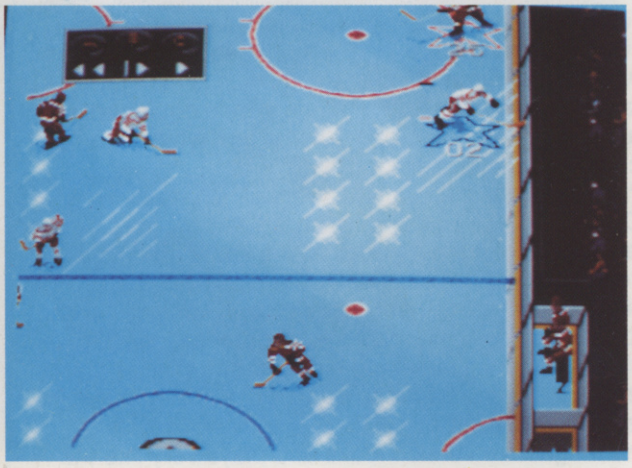
From Park Place, the programming team that brought you John Madden Football, comes this superlative ice hockey simulation which includes all the features of the sport, and even captures its incredible violence!

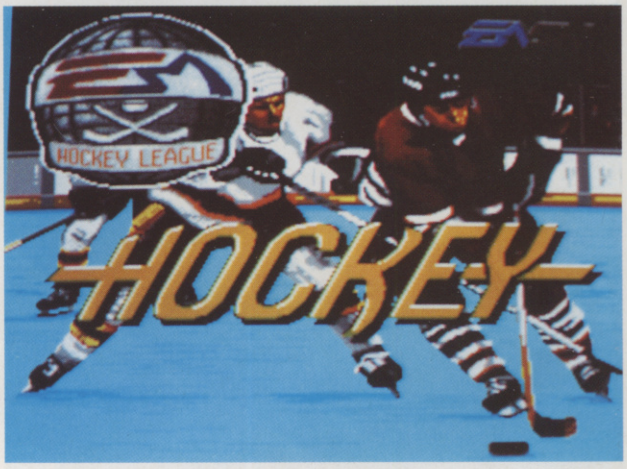
The screen shows a bird's eye view of a section of the rink, and this window scrolls up and down to follow the movement of the puck. The idea, of course is to use your team of six armoured heroes to score by knocking the puck into the opposing team's goal. You can choose to play as one of 22 teams in an international tournament against either the computer or a friend (or even with a friend, on the same team). The computer teams all have their own level of skill, so if you play as one of the world's top national sides (such as Russia or the USA) you'll have a better chance of beating the game's UK team, who can barely play for toffee.

Just like real ice hockey, EA Hockey is extremely fast-moving so at first it's a little difficult to cope with putting together effective passes and breaks. A few practice games later, however, you'll be gracefully sliding around the opposition with ease.

Of course charging into players and knocking them over is all in keeping with the spirit of the game, and EA Hockey lets you do this. If you blatantly go for someone, though, he'll get mightily ticked off, throw his gloves and stick to the ice and start a fight! A mini beat 'em up ensues, and as soon as one of the players is decked the referee skates over and sends the protagonists to the sin-bin for two minutes!

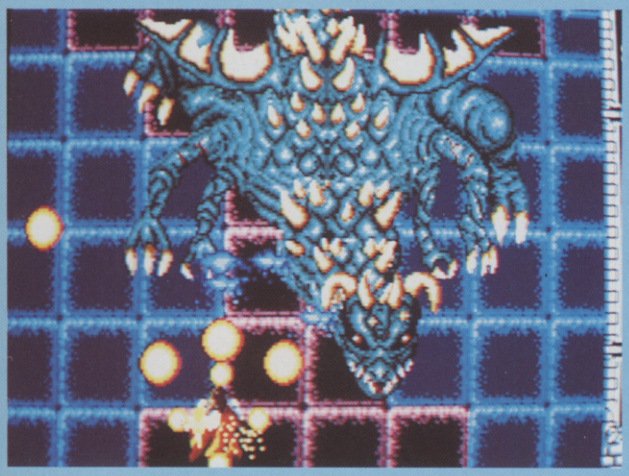
Though this hasn't got the strategy element of John Madden Football, it's a truly excellent simulation which no self-respecting Megadrive game player should be without.

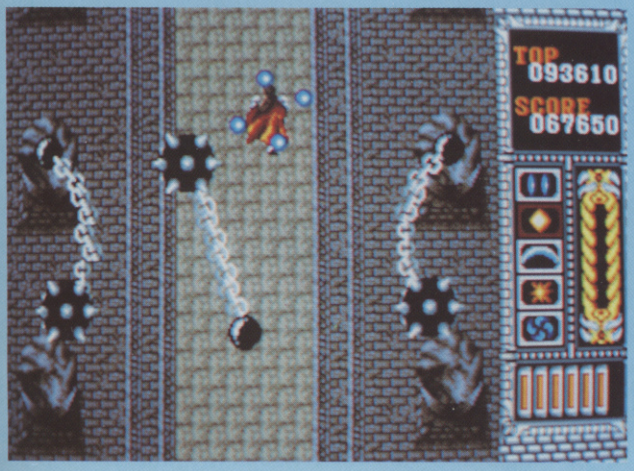




GRAPHICS	88%
SOUND	90%
PLAYABILITY	94%
LASTABILITY	93%
OVERALL	94%

ELEMENTAL MASTER



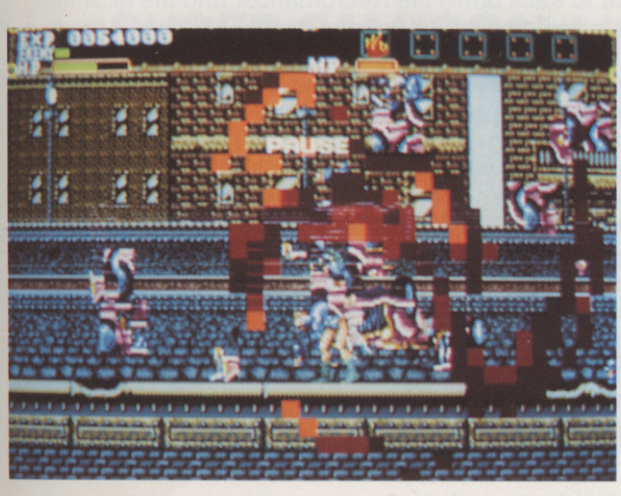


This was a bit of a departure from the norm for Tecnosoft, who are better known for their highly successful Thunderforces II and III. Elemental Master casts the player as a wizard who has to defeat a gang of demons. The demons are on the brink of claiming the earth as their own, and enslaving the entire human population and making them eat slugsor something. A bad scene, obviously, so what our magical hero has to do is journey through four tortured landscapes, zapping the underworldly inhabitants, until he comes to the long fifth stage set in the demons' palace.

Like the other Tecnosoft games, Elemental Master is very imaginative as well as being technically superb. It features excellent graphics, enchanting sound and some great gameplay. The four extra weapon spells (you learn a new one at the end of each level) are supremely devastating, making Elemental Master very satisfying to play. The one thing you might wish for is more levels, because the normal game doesn't take too long to finish. Still, it's well worth getting, especially if you can buy it from an importer selling it at knockdown price (as so many have been recently).

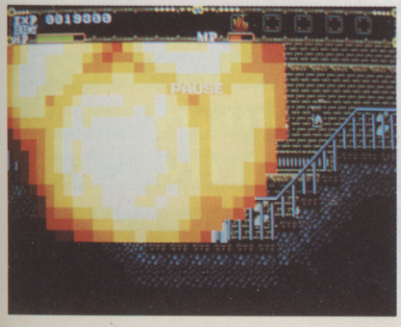
GRAPHICS	87%
SOUND	86%
PLAYABILITY	85%
LASTABILITY	75%
OVERALL	84%

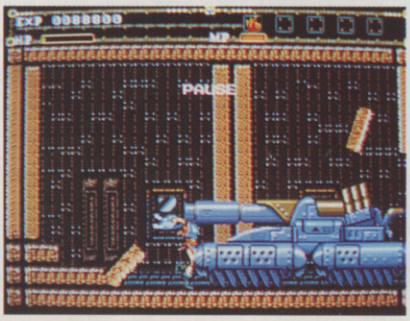
EL VIENTO



This is a licence of a Japanese comic which stars a female super hero called Annette (good name, huh?), fighting an underworld organisation which is destroying 1920s America. The game starts fairly mundanely with Annette zapping away at gangsters and crazed bikers with her magic boomerangs. As the game progresses though, she collects extra magic abilities, such as water flumes, destructo-waves and homing flames, to destroy enraged dragons, amorphous jelly monsters and pesky giant bats.

El Viento only has seven levels, but from stage three onwards things get very tough indeed and good players should find finishing this game requires more effort than most. Perhaps slightly disappointing are the in-game graphics, which start off as ugly but gradually improve from level to level. As far as gameplay goes, though, this is very good and provides a level of challenge not often seen among this type of Megadrive game.





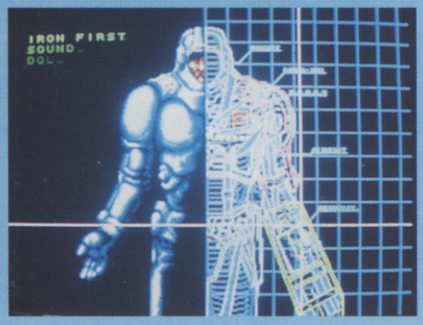
GRAPHICS	60%
SOUND	72%
PLAYABILITY	83%
LASTABILITY	87%
OVERALL	81%

E-SWAT

Want to join the ranks of the police elite, the ESWAT - Enhanced Special Weapons And Tactics? First of all you have to prove your worth by completing two levels of multidirectionally scrolling platform action by blasting every criminal that infests each level with your trusty standard-issue police revolver.

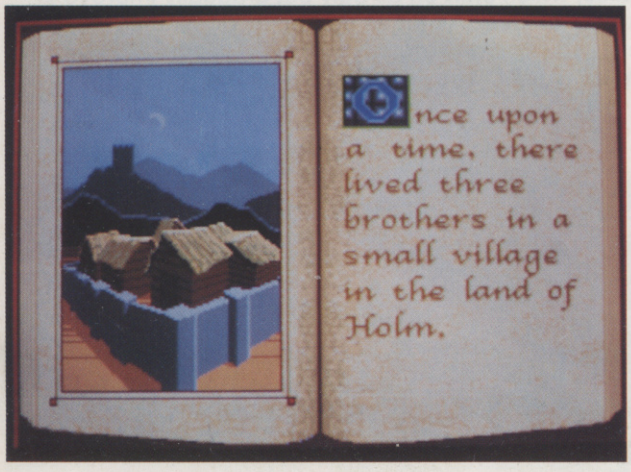
Complete the missions and you get to join the ESWAT and can wear their super body armour - and also get to go on another five highly dangerous missions. As you progress through the game, the criminals and their technology gets increasingly more difficult to neutralise - fortunate, then, that your body armour is capable of carrying a variety of extra weapons!

ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.



GRAPHICS	86%
SOUND	82%
PLAYABILITY	85%
LASTABILITY	84%
OVERALL	85%

FAERY TALE ADVENTURE



The magic talisman which keeps the land of Holm safe has been stolen by the evil Necromancer! Not a particularly original plot, eh, but then this game originally appeared on the Amiga in 1988.

You play three brothers (one at a time, obviously) who have to track down the Necromancer and the talisman, and complete several subquests along the way. Starting off from your home village, you have to trek across the huge landscape, stealing magic jewelry here and buying new weapons there. Of course, the Necromancer has sent out wraiths, ogres, bowmen and skeletons to do you over, so keep your sword handy.

While there's a lot to achieve in Faery Tale Adventure there's an awful lot of dull wandering around in between times. There isn't even that much combat, but then the combat is so weak that's probably just as well. The minuscule characters mince around, waving their little swords and look about as threatening as a carpet tile. If you want a good RPG, try Sword of Vermillion or Shining in the Darkness - this one has very little in the way of atmosphere or excitement.

GRAPHICS	43%
SOUND	69%
PLAYABILITY	50%
LASTABILITY	55%
OVERALL	49%

Based on Disney's classic cartoon movie, this game casts Mickey Mouse as the sorcerer apprentice, who has to retrieve a load of lost musical notes from four fantastic worlds. Along the way he has to fend off the attentions of magical creatures by leaping around platforms to avoid them, jumping on their heads or zapping them with one of his limited number of magic zapping spells.

If you were expecting this jolly tale to be of the same standard as Mickey Mouse: Castle of Illusion you will be sorely disappointed. Graphically it's superb, and the game's scenery and characters really do recreate the look of the movie. Unfortunately, the Megadrive renditions of the film's classical tunes are almost unrecognisable and the use of very strange sounds gives the impression that they are being played by a student musician on a 70s. Worst of all, though, is the gameplay which is bland, bug-ridden and very frustrating. The collision detection is highly suspect, and if you do lose all your "dreams" (ie lives) in the middle of a world, using a continue sends you right back to the start of the world, forcing you to play through several levels again. Disney fans should either stick with Castle of Illusion or save their cash for Donald Duck, due early next year.

GRAPHICS	93%
SOUND	44%
PLAYABILITY	52%
LASTABILITY	47%
OVERALL	50%

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

THE BEST PRIZE LINES AROUND ARE HERE!!

SUPER FAMICOM LINE - RING 0839 - 007795

another of these stunning machines up for grabs
With Super R Type and Super Ghouls n Ghosts!!!

SEGA MEGADRIVE LINE 0839 - 007795

the number one 16 bit console.
with Sonic and othersfor your delictation and delight

GAME GEAR LINE 0839 - 007795

The official UK game Gear is here!! You can win one
by dialling this number. Do you want to miss out?

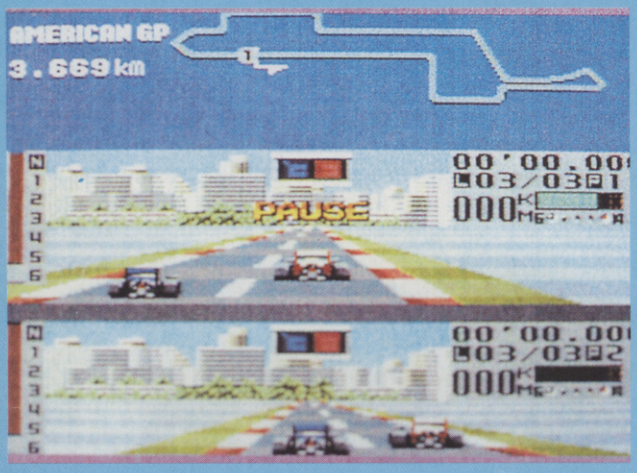
MEGADRIVE CD ROM !! - 0839 007795

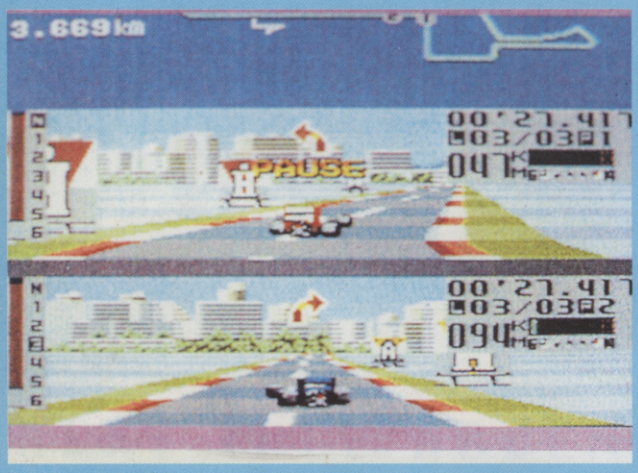
yes you read it right, due out any minute
you could be the first person to have one of these

NOTICED THAT ALL FOUR COMPS ARE ON ONE NUMBER? (0839 - 007795)
YOU CAN NOW ENTER ALL FOUR COMPETITIONS WITH JUST ONE CALL!!
all calls last approx. 4 mins. one prize per competition
calls are charged at 36p per min. cheap rate and 48p per min. all other times
if you are under 18 please get permission to use the telephone
PLAY TO WIN - LUTON LU1 3QR

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

FASTEST ONE





This is one of the few Megadrive motorsport games which lets you race against another person. The screen is split in half horizontally to show two 3D views which follow the two competing cars. Of course there are a whole field of other drivers ahead of you and your rival, but if you want to progress to the next race you'll have to come first.

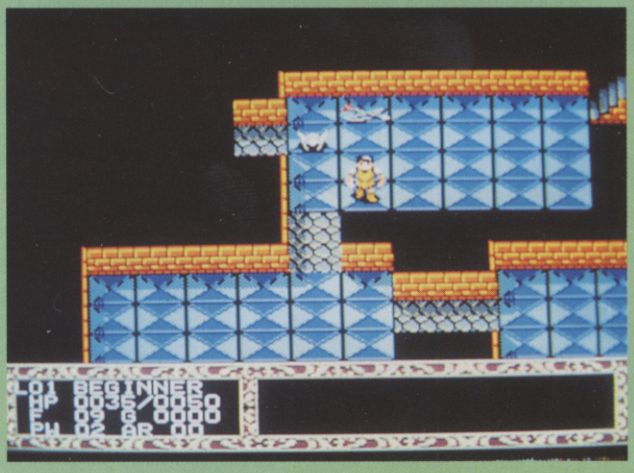
There are a choice of cars, engines, etc, but these features don't save this game from being extremely disappointing. We could say that you might easily mistake Fastest One for Super Monaco GP on the Master System, but Super Monaco's graphics are actually slightly better. Sonically the game is equally terrible. The throaty roar of a racing engine is reduced to an incessant whine which increases to an unbearable pitch as the car accelerates. And should you run off the road into a billboard there are no crunches or explosions, just a strange burping sound. If the graphics and sound were better the game would still be crap, simply because it provides no speedy thrills and is just plain boring. Steer clear.

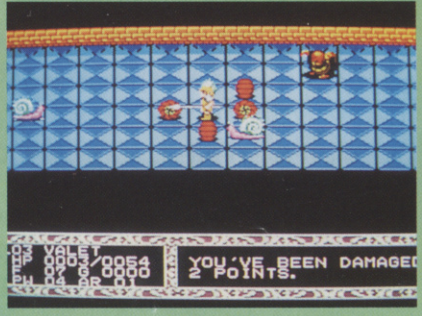
GRAPHICS	35%
SOUND	25%
PLAYABILITY	31%
LASTABILITY	28%
OVERALL	**29%**

FATAL LABYRINTH

This is like a scaled-down role-playing game in which the hero has to venture into a multi-level maze, slice up monsters and grab treasure. The scrolling labyrinth is viewed from above and as you progress, more of it is illuminated on the map. The objective on each level is simply to find the exit down to the next one.

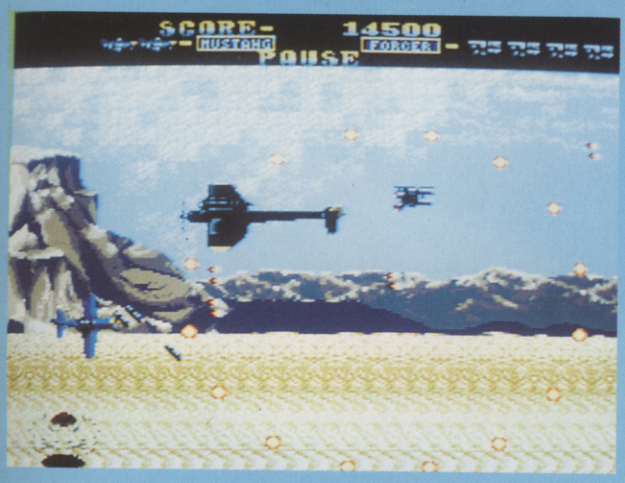
That's about all there is to it, really, so it's difficult to see who this could appeal to. Action fans won't like it because there's not enough hacking and slaying, and RPG fans won't like it because there's not enough depth to the gameplay. Very young players may find it has just enough for them to cope with, but we're sure that even they would prefer to play Sonic the Hedgehog or something.





GRAPHICS	70%
SOUND	55%
PLAYABILITY	65%
LASTABILITY	51%
OVERALL	**52%**

FIRE MUSTANG

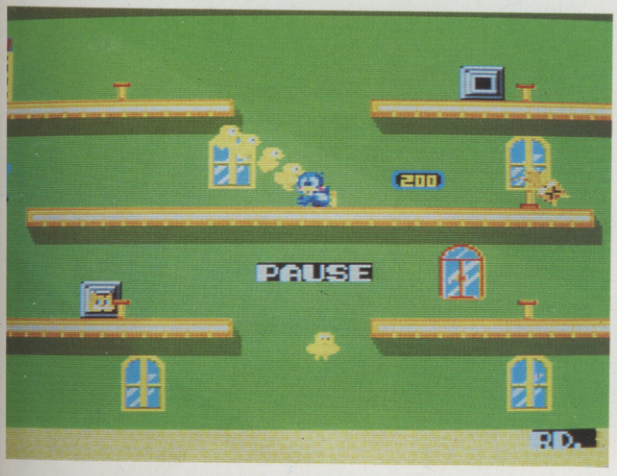


It's 1940 and America has yet to join in the Second World War... or have they? Fire Mustang puts you at the controls of an American P-51 Mustang (hence the title) on secret missions into Axis territory to weaken Japanese and Nazi forces. This airborne struggle takes the form of a sideways-scrolling blast, with squadron after squadron of enemy planes zooming straight at your little kite with guns blazing. Not only that, your route takes you over concentrations of tanks and gun emplacements, and fleets of battleships. Luckily, this Mustang is kitted out with rapid-fire machine guns and a trans-dimensional bomb bay, which contains an infinite supply of high explosives to deliver to ground targets.

Sounds exciting? It isn't. The action holds absolutely no surprises for anyone who's previously played a Megadrive shoot 'em up, and consequently the game is pitifully dull. Even the graphics aren't worth writing home about, and we'd like to know how helicopters carrying extra weapons got into a game set in 1940. The whole thing is like a pale imitation of Jaleco's P-47 coin-op, and even if you liked playing that you will surely find Fire Mustang a let-down.

GRAPHICS	70%
SOUND	60%
PLAYABILITY	62%
LASTABILITY	55%
OVERALL	59%

FLICKY



If you can remember this ancient arcade game, it's probably the last thing you'd expect to see converted on to the Megadrive. Flicky is a cute little bird who finds himself in a room full of platforms. Wandering around these platforms are more cute little birds, but they're a bit stunned and need Flicky to help them to the exit.

While Flicky is leading his troupe of avian waifs to safety, however, hungry cats are creeping out of the scenery and if they catch Flicky he's had it. Luckily, he can defend himself by grabbing the ornaments from a platform and chucking them at the felines.

It sounds like dung and strictly speaking it is. The graphics are poor and the sound is nothing special at all, and yet for some reason it's a very playable game and it's one of those you find yourself coming back to to improve your high score. It won't impress your friends, but if gameplay is all you're after Flicky won't disappoint.

GRAPHICS	40%
SOUND	44%
PLAYABILITY	85%
LASTABILITY	81%
OVERALL	84%

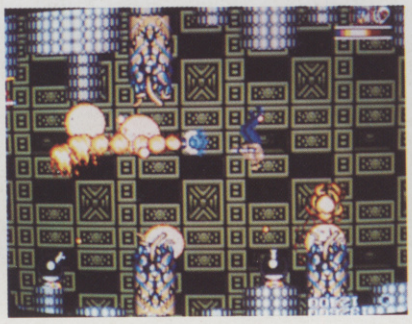
FORGOTTEN WORLDS

There are two dudes in a whole lot of trouble in this one or two-player scrolling shoot 'em up. The Gods have gone bonkers and it's up to you and a chum to sort them out. Packing a couple of satellite lasers, you've got to blast their army to oblivion, and then take on the Gods themselves, one of whom is found at the end of each of the five levels.

Blasted baddies drop cash pills. Swipe these and you can spend them in the shop that pops up on each level. What's on offer? Only super death-dealin' weapons and extra life tabs! Invest that cash wisely...

Forgotten Worlds is definitely one of the better blasters available, with plenty of action on offer. Like a lot of other Megadrive games, it's a cinch to finish on the easy level, but offers plenty of challenge on difficult. Fans of the coin-op should definitely take a look.

GRAPHICS	82%
SOUND	79%
PLAYABILITY	86%
LASTABILITY	80%
OVERALL	82%



GAIARES

This space blast won all sorts of accolades when it was released in the USA, but it never received as much attention when importers brought it to Britain, possibly because it arrived at the same time as a zillion other shoot 'em ups. Although it appears to be a standard sideways-scrolling, extra-weapons laserfest, on closer investigation some interesting features are revealed.

You're accompanied on your journey by the TOZ, an indestructible drone which can be attached to an enemy ship, to suck it dry of its weapon power and transmit that power to the main ship. This is a great way to power-up, providing plenty of variety in weapons and a lot of destruction! That doesn't make it too easy to finish, though, and even the hard-men players on our team who can finish games in one sitting had trouble with Gaiares.

The game's other great quality is its graphics, which get progressively better throughout the game - the underwater and black hole levels are superb.

There are better shoot 'em ups on the Megadrive, but Gaiares is certainly one to look out for.

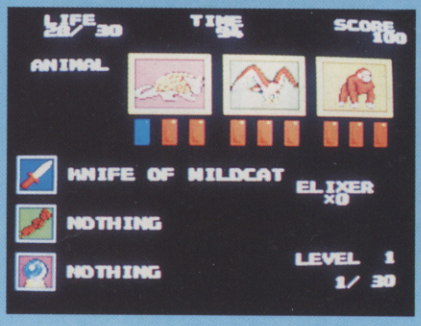
GRAPHICS	89%
SOUND	65%
PLAYABILITY	83%
LASTABILITY	81%
OVERALL	84%

GAIN GROUND

This is an arcade game of yesteryear which you may well not have heard of, and that's hardly surprising as it was complete rubbish. The Megadrive conversion is unfortunately all too true to its arcade roots.

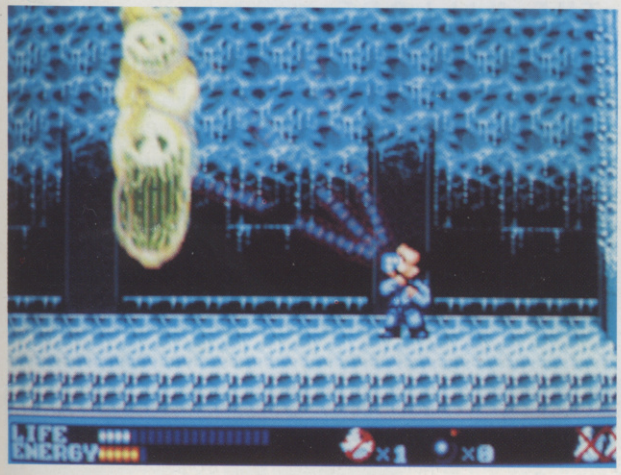
The basic object is to reach the exit of a single screen Gauntlet-esque maze, blasting enemies along the way. There's a choice of three characters, each of which possesses a different weapon, and you guide each one through the maze in turn.

This is hardly the recipe for mega excitement, and indeed, Gain Ground scores very highly indeed on the boredometer. Complement this sad playability with the tiny sprites, average backdrops and warbling sound, and what we're left with is...



GRAPHICS	49%
SOUND	52%
PLAYABILITY	50%
LASTABILITY	40%
OVERALL	43%

GHOSTBUSTERS



Spooks are overrunning New York and the only psychic exterminators in the phone book are the Ghostbusters who can fix things good and proper - if you're a sufficiently skilled player.

Four haunted citizens are calling the boys, and you have to choose one buster to send into the scrolling platforms and ladders scenery armed with whatever ghost blasting weapons he can afford. More exotic guns are available when you return to Ghostbusters HQ, but you'll need to take some of that cash you picked up in the buildings.

Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and excellent gameplay, Ghostbusters is a platform game which will keep you amused for some time. It's quite a tough game, and even when you've despooked the fourth building you can't relax because the ground opens up and a whole new huge level appears, inhabited by all the boss monsters you've just exorcised!

GRAPHICS	85%
SOUND	83%
PLAYABILITY	84%
LASTABILITY	82%
OVERALL	83%

GHOULS 'N' GHOSTS

Brave Sir Arthur the knight is a mite cheesed off. Why? Because his betrothed, the very lovely Princess Prin Prin has been whisked away by Lucifer himself and is being held captive deep in his castle in the very depths of hell.

There's no other thing to do but go to her rescue, a mission which involves battling the Devil's spawn across five multidirectionally scrolling levels. The action starts out in a graveyard, then moves to the gates of hell, and from there further and further into the depths of Hades to Lucifer's castle.

There are loads of baddies to defeat, as well as a giant guardian at the end of each level. It's fortunate, then, that Sir Arthur can pick up a variety of extra weapons with which to battle the baddies.

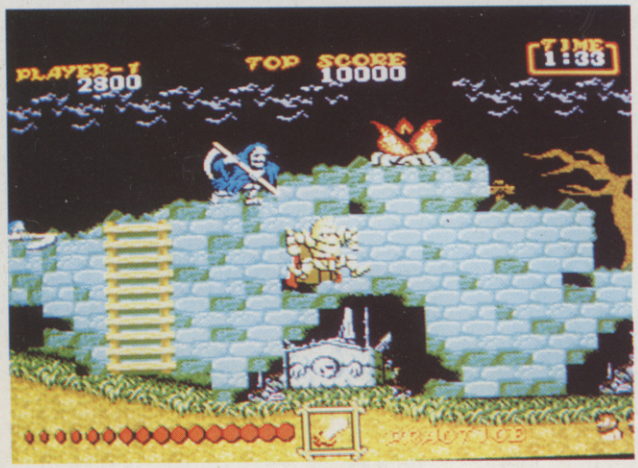
Ghouls 'n' Ghosts is a superb conversion, combining stunning graphics and sound with very challenging gameplay. Even though it's nearly two years old, it still holds its own when put up against some of the very latest Megadrive software, and packs more lasting appeal than any other platform game we can think of.

A true classic in every sense of the word, and an absolute must for your collection.

GRAPHICS	92%
SOUND	93%
PLAYABILITY	93%
LASTABILITY	92%
OVERALL	**93%**

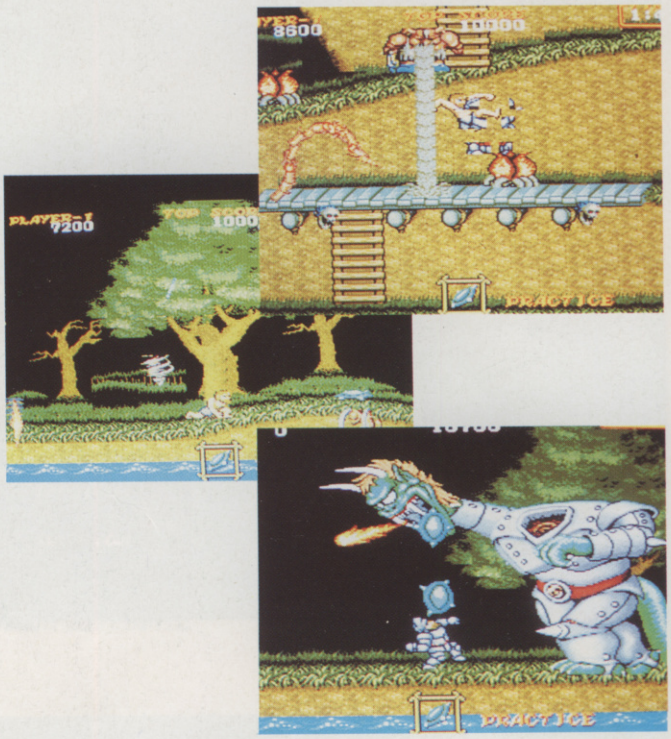
1: THE GRAVEYARD

Very straightforward, here. The zombies are easy to kill, and the only real danger comes from the swooping vultures - try to take them out before they get airbourne. Get the Golden Armour in the second chest.



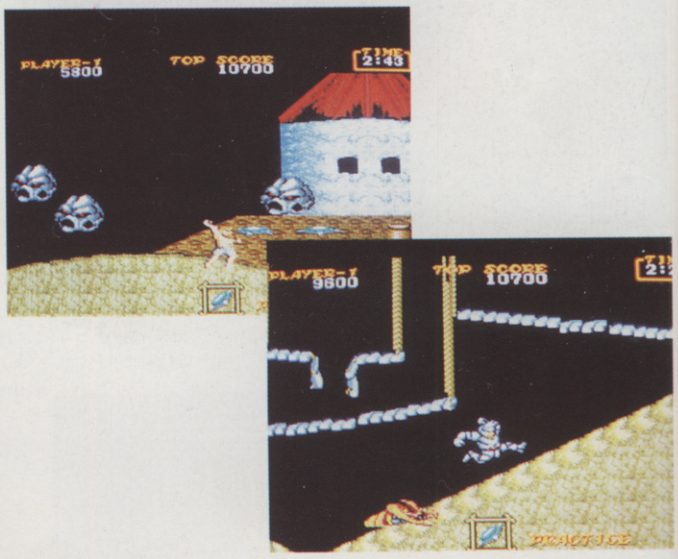
2: THE WINDY ISLAND

Dodge the whirlwind creatures by jumping and ducking under them - you can only kill them when they revert to gargoyle form. On the slopes, avoid the roots of the plants, and when you reach the pig-men, time your moves so you can hit them when they come out of a leap. When you reach the first guardian, fire quickly at his head to get the key - it's not difficult.



3: THE VILLAGE

Hit the turtles when they stick out their heads and, when you reach the rope bridges, look carefully for weak spots which cause you to drop into the moving sands - make a note where they are because they always appear in the same place.



4: FIRE CITY

Remember to duck underneath the blades of the burning windmill rather than jumping. When you come face to face with the Fire Demon, jump and fire as he hits the ground to kill him. Avoid the fire bats which try to knock you into the pits, and be careful when negotiating the sinking platforms. When you reach the guardian, a huge fire-beast, shoot at his face, and avoid the flames he drops. When he leaps, duck, turn and fire at his face again. It doesn't take long to kill him.

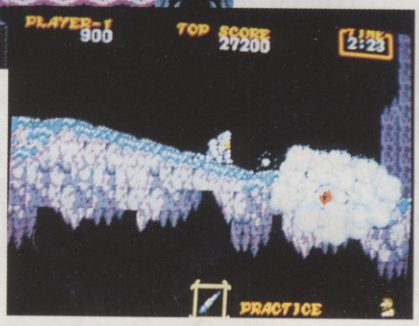
FIRE CITY

5: BARON RANKLE'S TOWER

On this vertically-scrolling stage, ensure you don't get trapped underneath any overhangs or ledges and keep firing upwards to take out the wall guardians and rock goblins. When you reach the top, move to the right as quickly as possible and cut a swathe through the oncoming nasties until you reach a wall. Fire at it to knock it down and get through before you're trapped by the still-rising floor.

6: MOUNTAIN

You have to ride the monsters' tongues to get past this stage. Split-second timing is required - jump too early and you miss the next tongue, wait for too long and you're eaten! When you reach the Mistral Wind guardian, fire as quickly as possible and when it produces lightning, prepare to either duck if it flies over you, or jump if it flies under you.

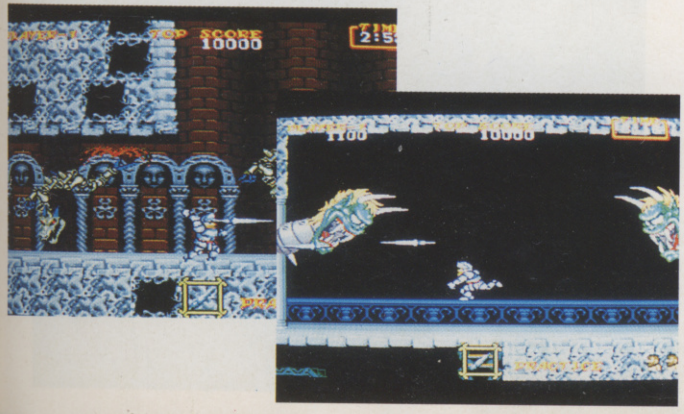


7: THE CRYSTAL FOREST

Don't stand on the ramps for too long otherwise you'll be eaten by the blue snakes. And avoid the hands which grab you and squeeze away your strength. The second chest you encounter contains armour, while the third holds a weapon. At the bottom of the ramps, jump the flowers to reach the Slug guardian. To kill it, first hit the two hearts on its left, then do the same on the right. Then stand on top of the monster and fire down onto its final heart, keeping an eye on the maggots while you do so.

8: THE CASTLE

Climb the stairs, avoiding the skeleton dragons, then use your blasting skills to clear away the demons. Once you've managed to get past the Statues and fire-breathing giants, you'll find yourself at the doorway to Loki's throne room, inside which awaits the Wizard. He sends you all the way back to the beginning of the game (aaaagh) where you're given the Psycho Cannon. Make your way back to the throne room. To kill Loki, get between his legs and hit him in the head, or stand on his foot and blast him when he lifts it.



SUPPLIMENTARY CHEAT

This cheat only works on American or official British versions of the game - sorry, you Daimakaimura Gaiden players! On the title screen press the A button four times then move the joypad UP, DOWN, LEFT, and RIGHT. If you hear a tune you can press one of the following button combinations:

B and START: Makes you invincible.
UP, A and START: Starts you halfway through level 2.
RIGHT, A and START: Takes you to level 5
RIGHT/DOWN, A and START: Takes you straight to Loki, the final guardian.
DOWN, A and START: Beginning of level 3.
LEFT, A and START: Halfway through level 4.

The invincibility cheat can be combined with others, eg DOWN/RIGHT, A, B, and START will take you to Loki and you'll be invincible too!

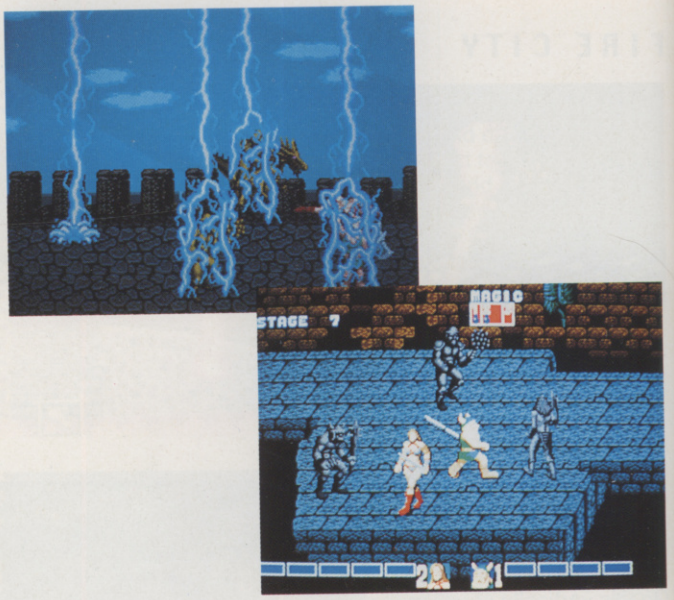
Also, if you hold down B during play all the sprites will go into slow motion. Alternatively, by pressing B on and off, you'll get frame-by-frame animation.

GOLDEN AXE

The evil Death Adder and his army of undead are abroad, and it's up to you, and another player if you wish, to take on his army and rid the land of his vile curse.

At the start of the game you can select one of three characters - a dwarf, barbarian or Amazon, after that it's time to enter the horizontally scrolling fray. Each character has a variety of offensive moves, all of which have to be used against the vast marauding army who attack every step of the way. It's a tough mission, but Black Adder isn't unbeatable...

Golden Axe is a pixel-perfect replica of the arcade machine, containing identical graphics, sound and gameplay. But it doesn't stop there. There are additional features in the form of one-on-one battle options, a mini-mission for beginners as well as extra levels which didn't appear in the arcade version. Put this all together and you've got one of the best arcade conversions ever seen, and a game which no Megadrive owner should be without.



GRAPHICS	91%
SOUND	90%
PLAYABILITY	92%
LASTABILITY	91%
OVERALL	91%

GENERAL TIPS

To select any level, press button B on the character select screen, push the controller down and to the left and hold down START. A small number appears in the top left hand corner of the screen and, by using up and down on the controller you can select a level.

It's possible to begin this fine beat 'em up with nine continues - that's 30 lives in total! Simply select a one-player game, choose arcade mode, then press and hold the bottom-left corner of the control pad, making the warriors spin continuously. Next press A and C simultaneously; then let go of everything and press start!

If you can beat your co-player to it, selecting Gilius Thunderhead gives you a head-start, because he's easily the best of the three characters to play as.

MONSTER BASH

Use these tactics to help beat your different assailants.

SKELETONS

If you can't get close enough to use the jump 'n' swing move, your best bet is to use continuous charging head-butts to knock them into submission.

ZUBUROKA

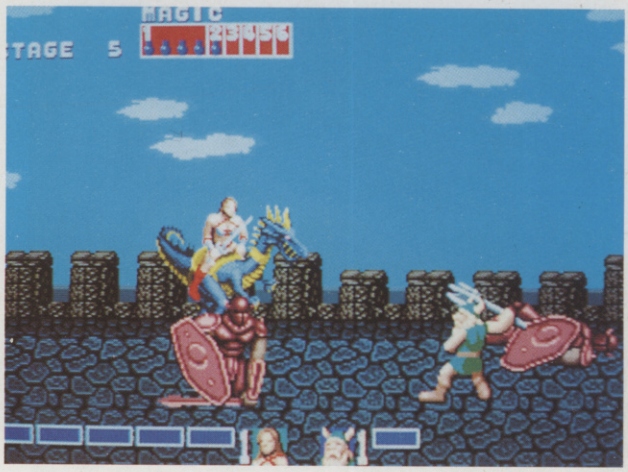
Try to get as close as possible before you start carving her up. If you can, use a shoulder throw as this finishes her off much more quickly.

HENINGER

A little easier than Zuburoka, because he isn't so heavily armed. Get rid of him the same way, though.

LT BITTER

Multiple charging head-butts do the trick on these tough-looking muthas.



LONGMOAN

As with Heninger and Zuburoka, get close in and start slashing. The shoulder throw is just as effective as with the other two.

DEATH ADDER

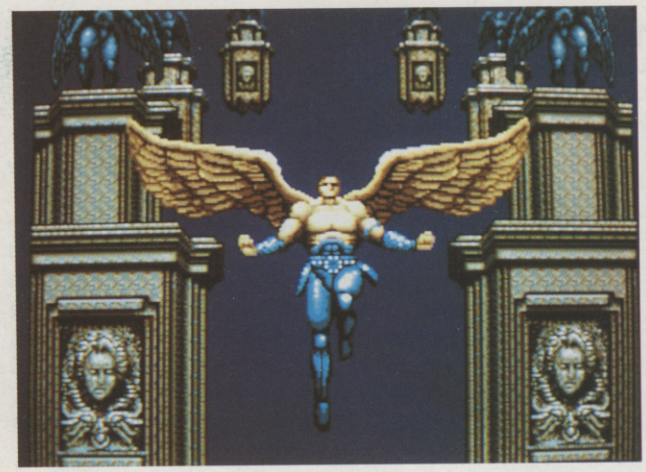
When Death Adder emerges, avoid him until you've got rid of the two skeletons. Continue to keep out of range of the axe, and use carefully-timed charging head-butts to deplete his energy. Don't wander too far, though, or he'll start to use his magic.

DEATH BRINGER

After beating Death Adder, you have to beat this guy. The same tactics work - get rid of the skeletons first then continuously head-butt Death Bringer to the ground.

BAD BROTHERS

Attacking these guys with your sword or axe is a mite too dangerous for comfort, so your best bet is to continuously use charging head-butts when they least expect it. Once you've knocked one down, immediately turn and charge at the other and they'll be dead in seconds.

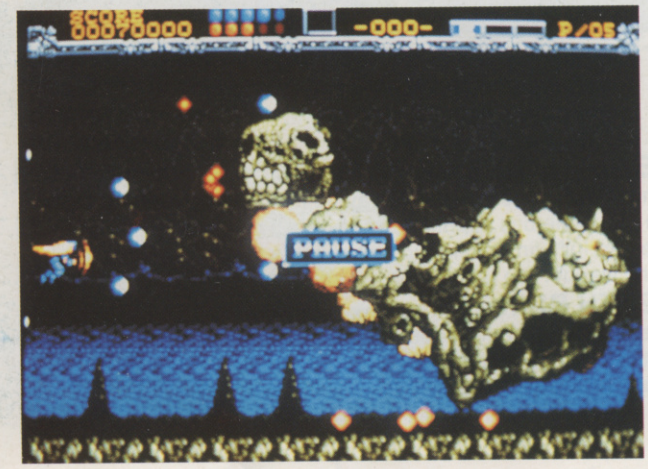


GYNOUG

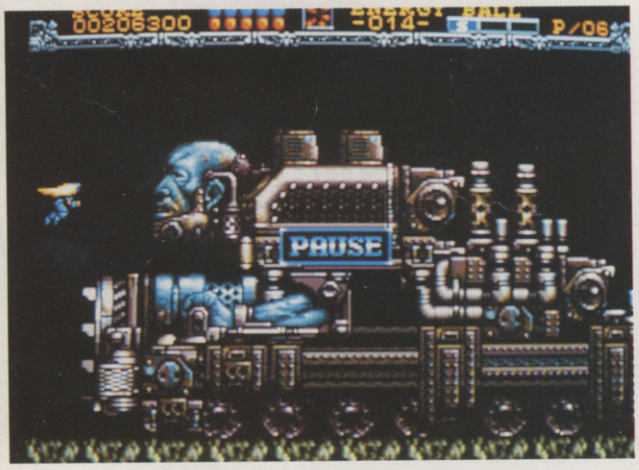
There are ominous rumblings in the demon underworld of Iccus, and their saintly neighbours are getting nervous. They've armed their top angel, Wor, with heavenly lightning and sent him winging through Iccus on a mission to exorcise the evil spirits which are about to burst out into the world.

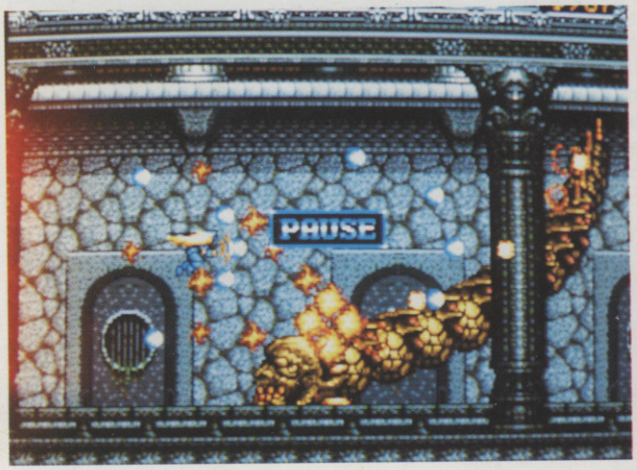
Along the way, Wor is confronted by numerous subdemons but they are mere cannon fodder for his electrically-empowered digits. The grunts are backed up by some fully fledged boss demons who are rather more heavily armoured, and armed, but Wor can bolster his offensive capabilities with magic scrolls which appear from the embers of blasted baddies.

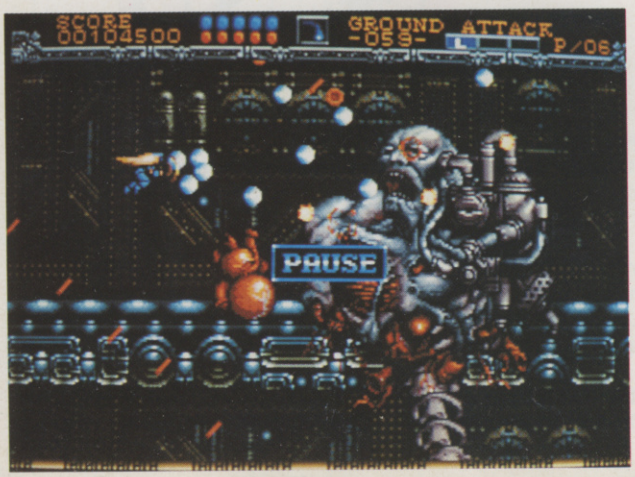
This whole game looks amazing. Wor wings it through dark and sinister-looking caverns, dodging demons which spring from the innards of dully gleaming mechanical fittings. The bosses are designed in the same unusual style and are quite spectacular examples of what the Megadrive (and an imaginative graphics team) can do. Gameplay is equally excellent, being both challenging and very addictive indeed. A must for any self-respecting Megadrive gun fan.



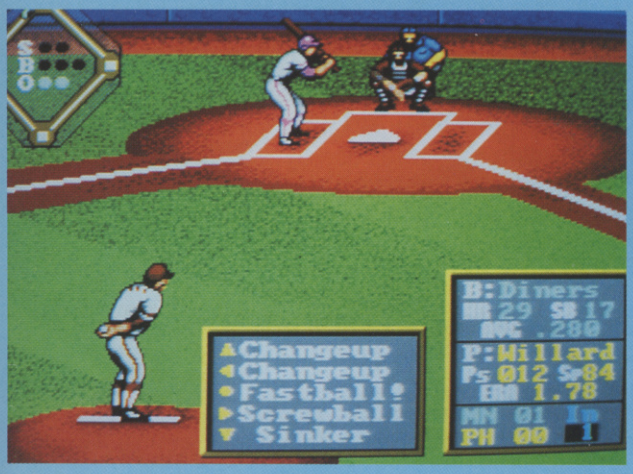
GRAPHICS	95%
SOUND	89%
PLAYABILITY	91%
LASTABILITY	89%
OVERALL	92%







HARDBALL



Computer baseball games have never been too successful in this country, simply because the sport itself never achieved popularity outside America and Japan. While this is a bit more polished than Sega's own World League Baseball it's still not quite good enough to excite us Brits.

There is one unusual feature about Hardball, and that's the way the action is displayed. Most baseball games give you a view facing the pitcher from behind the batter, but Hardball uses the same "camera angle" as televised baseball games for that extra realistic touch.

Unfortunately, that's wasted on an audience that never gets to see televised baseball games so while Hardball is technically very competent - the animation and the sampled speech is excellent - most people won't find it very interesting to play.

One for hardened Baseball lovers only.

GRAPHICS	88%
SOUND	89%
PLAYABILITY	76%
LASTABILITY	70%
OVERALL	78%

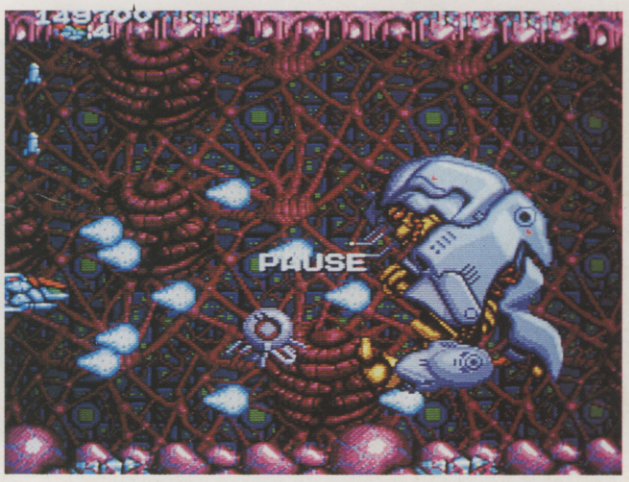
HEAVY UNIT

Another little-known coin-op, this, but the Megadrive conversion is certainly worth acquainting yourself with.

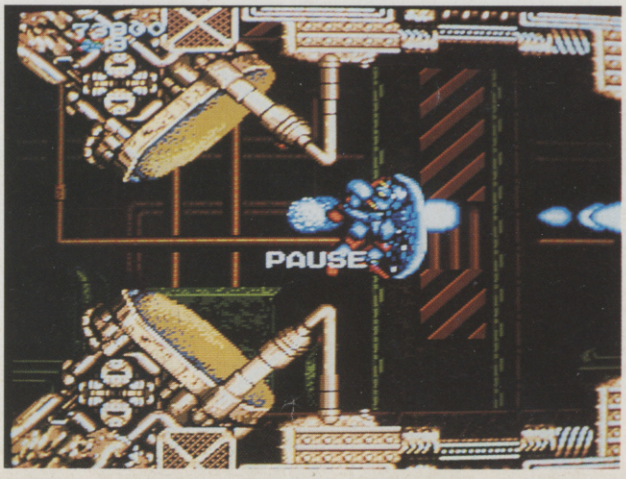
Take control of a heavily-beweaponed battle cruiser on a zapping mission across six tortuous zones of enemy territory. There are the usual weapon upgrades, as well as the ability to turn your ship into a robot, not unlike the craft in Arrow Flash (reviewed elsewhere).

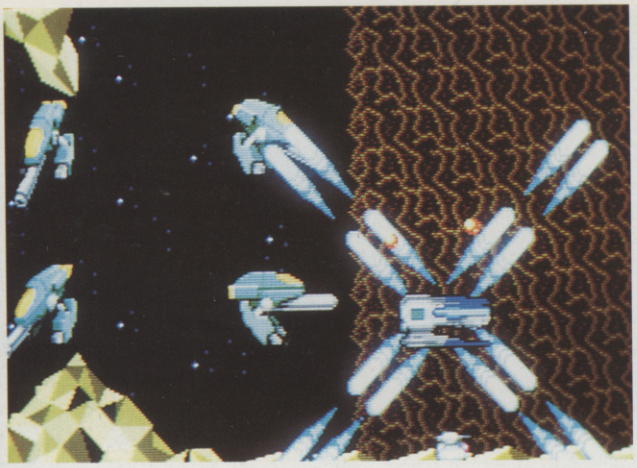
Unlike Arrow Flash, though, Heavy Unit is pretty good. It's not particularly innovative, and even the robot ship doesn't add that much to the game. However, it is one of that rare breed, a challenging Megadrive shoot 'em up. The graphics are good (some of the bosses are especially spectacular) and the sound is well up to scratch too.

Should keep hardened blasters happy for quite a while.



GRAPHICS	88%
SOUND	79%
PLAYABILITY	87%
LASTABILITY	85%
OVERALL	85%



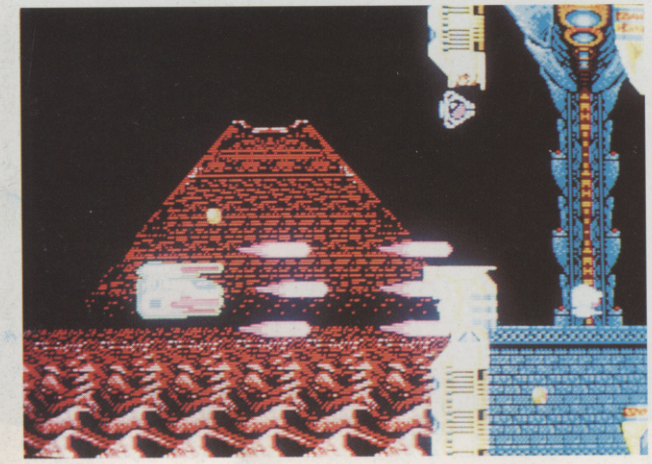


HELLFIRE

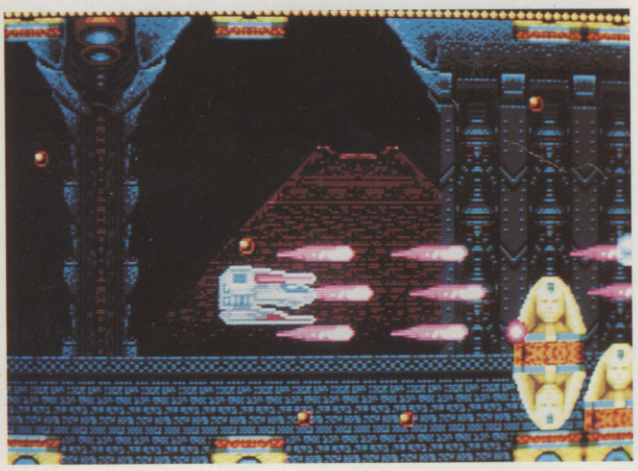
Toaplan's Hellfire didn't exactly take the arcades by storm due to the fact that on the surface it looks like just another ordinary horizontally scrolling shoot 'em up. However, when you actually play it, it becomes apparent that this is simply not the case.

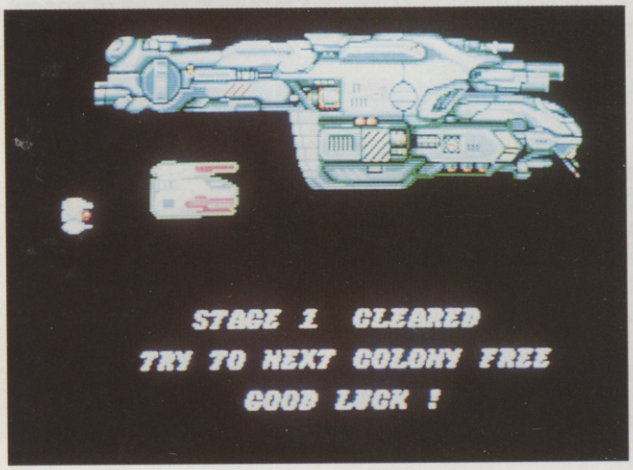
Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. It's tough, with six long, long levels packed full of the meanies enemy ships alien money can buy, and some mean end-of-level baddies. There are plenty of surprises in store too, especially on the final level, when you come up against one of the meanest end-of-game guardians we've seen for ages. He's a real tough guy, and requires yonks of blasting before he finally shuffles off this mortal coil. By the way, try not to lose a life when you meet him, because if you do you'll lose all your weapons and be a real sitting duck!

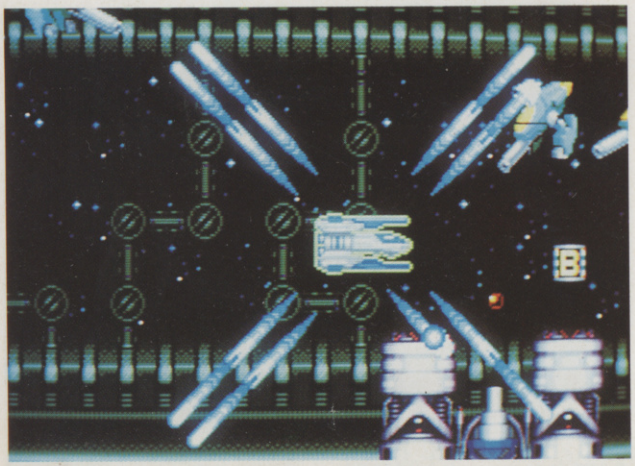
If you're a shoot 'em up fan looking for a challenge, check out Hellfire - it might not look as good as Thunderforce III, but it's miles more playable, it's much tougher and it's simply a much better game.



GRAPHICS	84%
SOUND	81%
PLAYABILITY	93%
LASTABILITY	89%
OVERALL	91%





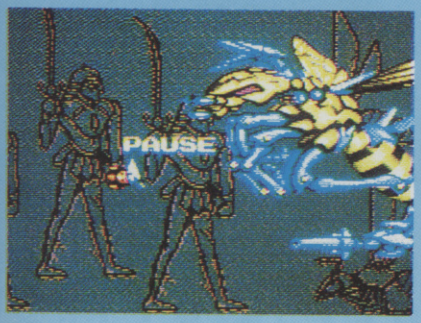


INSECTOR X

A mysterious force has mutated common insects into marauding creatures of doom, and they're about to overrun the world. The only person who can save the day is Insector X, a miniaturised robot who's armed with a variety of super insect-destroying weapons.

The action takes place over a variety of horizontally scrolling levels, and the object is simply to pick up the extra weapons and simply blast everything that gets in your way. There's the usual end-of-level bosses and hordes of creatures - you know the score, there are a million other games like this on the Megadrive.

Insector X is fun at first - and the slick graphics and decent sound certainly add a little to the excitement - but the main problem is that none of the power-up weapons are particularly exciting, and the action has very little in the way of original features. The end-of-level bosses don't offer anything new or have any evil tricks up their sleeves, and consequently if you've played a few games like this already, there isn't much to challenge or tax your blasting skills.

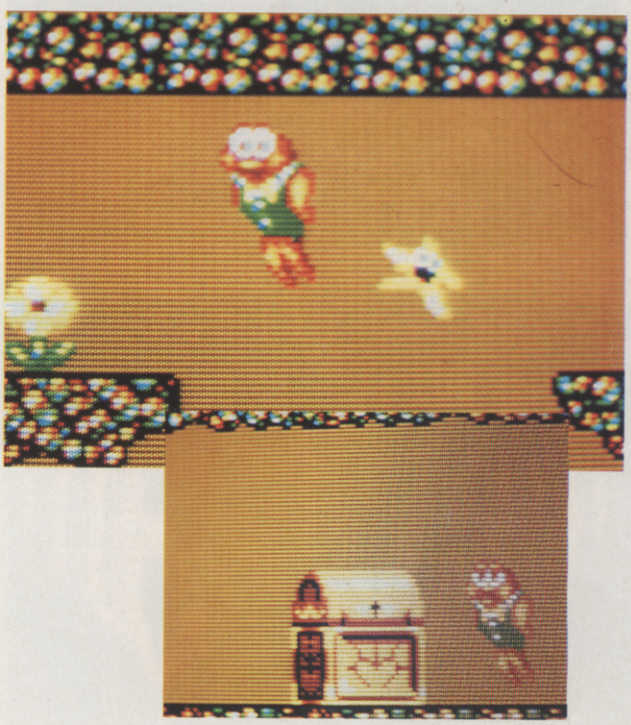


GRAPHICS	80%
SOUND	78%
PLAYABILITY	81%
LASTABILITY	67%
OVERALL	74%

JAMES POND

In the world of underwater espionage James Pond is a big fish. Twelve missions of subaquatic action await the fishlike agent who must save the world from oil and radiation pollution, gold thieves, lobster kidnappers and more. To these ends, James has to swim around pipes and platforms in a scrolling seascape, collecting bonus objects and blowing bubbles at hostile crabs, carnivorous fish and evil scuba divers to turn them into even more bonus objects. It may be hard to believe but there are *yet more* of these bonus objects hidden around the scenery, but James has to use his piscine cunning to find them.

The gameplay is fairly standard stuff, but the cute graphics and unusual plot give James Pond an extra bit of oomph. Not quite as attractive a purchase as some of the arcade conversions, but a good buy nonetheless.



GRAPHICS	84%
SOUND	80%
PLAYABILITY	83%
LASTABILITY	79%
OVERALL	74%

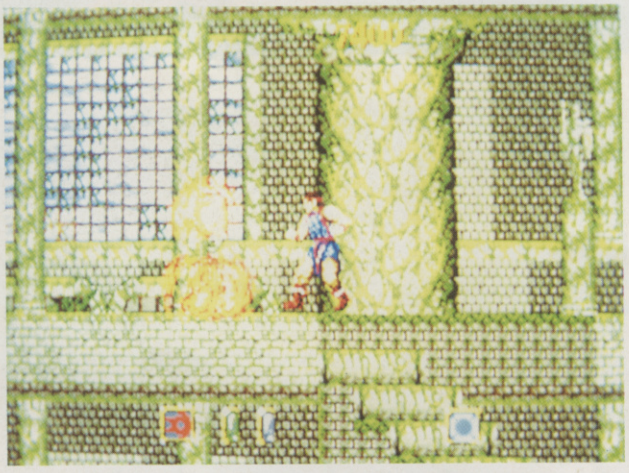
JAMES "BUSTER" DOUGLAS

This is the Megadrive's one and only boxing game, and to be honest it's not a particularly good one.

On the positive side, the pair of large boxer sprites are nicely drawn and animated but unfortunately the moves are very limited indeed, and there are only four different opponents. Once you've beaten them all, you have to beat them all once more before you're declared the champion.

Unfortunately, that doesn't take long. The boxers are complete pushovers (ahem), and the limited nature of the action doesn't bring you back for more once you've completed the game. Ardent boxing fans might like to take a look - but don't expect anything brilliant.

GRAPHICS	85%
SOUND	77%
PLAYABILITY	60%
LASTABILITY	49%
OVERALL	56%



JEWEL MASTER

An unusual mystical beat 'em up, this. You play a wizard on the warpath, chasing a particularly evil demon across lengthy horizontally-scrolling landscapes. Along the way are swarms of supernatural no-goods, who swoop down from the sky or march towards you hurling fire, brimstone and all sorts of other dangerous stuff in an attempt to nip your venture in the bud.

Luckily, like all good wizards you came equipped with a ring which shoots bolts of fire at bad guys. The good part is you can collect new rings then combine the power of different rings to create new weapons. For example, if you use a force-field ring it protects you from injury, but combine it with a "shooting" ring and you can cast a force-field at your enemies, zapping them for six.

Though this is an admirable innovation, it doesn't quite save Jewel Master from being mediocre. Apart from the rings business, the action is a pretty standard walk-and-zap affair which doesn't vary much and soon grows boring. If the graphics weren't so cruddy there might have been more compulsion to keep playing, but as it stands Jewel Master is a game best left on the shelf.

GRAPHICS	50%
SOUND	64%
PLAYABILITY	66%
LASTABILITY	57%
OVERALL	59%

JOE MONTANA'S FOOTBALL

Plenty of people who know quite a bit about American Football seem to reckon that Joe Montana is the greatest quarterback ever to grace an American Football pitch. Sega obviously aren't arguing since they signed up Mr Montana to officially endorse this Megadrive sim.

Just like John Madden Football, the game is split into two distinct sections. All of the decisions on which players to have on-pitch and which strategies to try out are chosen on the strategy screen. This directly affects what the whole team are up to on the arcade section of the game. Here, if you're in command of the offense team, it's your job to leg it up the screen dodging opposing players to get to the touchline. If you're in defense, you've got to stop the offensive team progressing. To help you learn how to play better, there's various digitised screens of Montana himself, where he dishes out plenty of good advice (even when you're up against him!).

Joe Montana's Football is quite a jolly little effort, being quite playable and well-presented, with a wealth of options to get the best out of the game. However, the action and strategies available are very simplistic compared to John Madden Football, and the game suffers from being very easy to beat. Even up against San Francisco (with their ace quarterback, the eponymous Mr Montana), the game is just too easy - even for a complete novice.

GRAPHICS	71%
SOUND	80%
PLAYABILITY	78%
LASTABILITY	69%
OVERALL	73%

ACCESS/VISA 24HR MEGALINE 0732 351220

MEGA MIX

ALL ITEMS SENT BY FIRST CLASS POST

(Dept MEGA 4), 46 Ashden Walk, Tonbridge, Kent. TN10 3RL

CHRISTMAS SPECIAL OFFER

SEGA MEGADRIVE + JOYPAD + PSU + ANY ONE OF THE GAMES LISTED BELOW DJ BOY ESWAT MAGICAL HAT DICK TRACY OR MOONWALKER £119.95

SEGA MEGADRIVE

SEGA MEGADRIVE £109.95
MEGADRIVE PLUS GAME OF OUR CHOICE £114.95
MEGADRIVE PLUS ANY GAME UP TO £33 + FREE QUICKSHOT PYTHON 3 JOYSTICK £134.95
MEGADRIVE PLUS ANY GAME UP TO £50 + FREE QUICKSHOT PYTHONS 3 JOYSTICK £149.95

MEGADRIVE OFFER

SEGA MEGADRIVE + 2 OF THE GAMES LISTED BELOW + QUICKSHOT PYTHON 3

SONIC HEDGEHOG — WRESTLEWAR
MICKEY MOUSE — STREETS OF RAGE
OUTRUN — FANTASIA
ALIEN STORM — ICE HOCKEY

WORTH NEARLY £300.00 NOW ONLY £174.95

EXTRA MEGADRIVE OFFERS

	UK / USA	JAP
688 SUB ATTACK	39.95	0.00
ABRAHAMS BATTLE TANK	34.95	0.00
AEROBLASTERS	0.00	31.95
AFTERBURNER 11	32.50	32.50
ALIEN STORM	32.50	32.50
AMBITION OF CEASAR	34.95	32.50
ARROW FLASH	24.50	18.95
ATOMIC ROBOKID	27.50	24.00
AXIS FZ	27.50	27.50
BATMAN	33.95	32.50
BONANZA BROS	0.00	29.95
BURNING FORCE	0.00	23.95
BUSTER DOUGLAS	32.50	23.95
COLUMNS	27.50	29.95
CRACKDOWN	32.50	23.95
CROSSFIRE	33.95	0.00
CYPERBALL	27.95	23.95
DECAPATTACK	32.95	0.00
DICK TRACY	32.50	24.95
DJ BOY	24.95	15.95
DYNAMITE DUKE	24.95	22.95
EL VIENTO	0.00	38.50
ESWAT	24.95	18.95
FAERY TALE	33.95	0.00
FASTEST ONE	0.00	33.95
FLICKEY	18.95	0.00
GAIRIES	38.50	31.50
GAIN GROUND	32.50	23.95
GHOSTBUSTERS	24.95	19.95
GHOULS N GHOSTS	38.50	31.95
GOLDEN AXE	32.50	24.95
HARDBALL	32.50	0.00
HARD DRIVIN	33.95	23.95
HELLFIRE	32.95	23.95
ICE HOCKEY	34.50	0.00
JAMES POND	34.95	0.00
JEWEL MASTER	0.00	32.50
JOE MONTANA	0.00	32.50
JOHN MADDENS	34.95	0.00
JUNCTION	24.95	22.95
KAGEKI	0.00	32.50
KINGS BOUNTY	31.50	0.00
KLAX	24.95	22.95
LAKERS VS CELTIC	32.95	0.00
MAGICAL HAT	0.00	25.50
MARVEL LAND	0.00	33.95
MICKEY MOUSE	32.50	23.95
MIDNIGHT RESISTANCE	32.95	34.95
MIGHT & MAGIC	34.95	0.00
MOONWALKER	32.50	24.95
MYSTIC DEFENDER	32.50	24.95
NEW ZEALAND STORY	0.00	32.50
ONSLAUGHT	32.50	0.00
OUTRUN	0.00	32.50
PGA TOUR GOLF	31.50	0.00
PHANTASY STAR 11	39.95	0.00
PHANTASY STAR 111	47.95	0.00
POPULOUS	32.50	0.00
RAMBO 111	24.95	24.95
RASTAN SAGA 11	32.50	24.95
REVENGE OF SHINOBI	32.50	32.50
ROAD RASH	34.95	0.00
SAINT SWORD	32.95	31.95
SHADOW BLASTER	26.95	23.95
SHADOW DANCER	32.50	23.95
SHINNING IN DARKNESS	47.95	0.00
SONIC HEDGEHOG	34.95	28.95
SPACE INVADERS 91	25.95	0.00
SPEEDBALL 2	34.95	0.00
SPIDERMAN	34.95	28.95
STAR FLIGHT	37.50	0.00
STROM LORD	37.95	0.00
STREETS OF RAGE	34.95	28.95
STRIDER	37.95	32.50
SUPER HANG ON	27.95	24.95
SUPER MONACO GP	32.95	24.95
SUPER REAL BASKETBALL	32.50	23.95
SWORD OF VERMILLION	47.95	0.00
TATSUJIN	0.00	23.95
TECHNOCOP	34.95	0.00
THUNDERFORCE 11	0.00	24.95
THUNDERFORCE 111	29.95	24.95
ULTIMATE QIX	32.50	0.00
VALIUS 111	37.95	26.95
WARDNER SPECIAL	33.95	32.50
WHIP RUSH	0.00	14.95
WONDERBOY 111	0.00	24.95

JAPANESE CONVERTOR	£9.95
AV LEAD	£6.95
TURBO JOYPAD	£12.95
QUICKSHOT PYTHON 3 JOYSTICK	£13.95
GIZMO JOYSTICK	£34.95
HARD CARRY CASE	£34.95
8 BIT CONVERTOR	£24.95
SCART LEAD	£14.95

PLEASE NOTE:-

ALL OUR MEGADRIVES COME WITH PSU'S AND A JOYPAD AND ARE FULLY CONVERED TO RUN UK / USA AND JAPANESE SOFTWARE.
ALL MACHINES ARE GUARANTEED FOR 12 MONTHS.

TO ORDER, PLEASE STATE ITEMS YOU REQUIRE, TOGETHER WITH PAYMENT, MADE PAYABLE TO" MEGAMIX" OR PLACE YOUR ORDER ON OUR CREDIT CARD HOTLINE (0732) 351220. OVERSEAS ORDERS ADD £5 . ALL PRICES ABOVE INCLUDE VAT, POSTAGE AND PACKAGING.

MEGAMIX SOFTWARE (DEPT MEGA) 46 ASHDEN WALK, TONBRIDGE, KENT, TN10 3RL.

JOHN MADDEN'S FOOTBALL

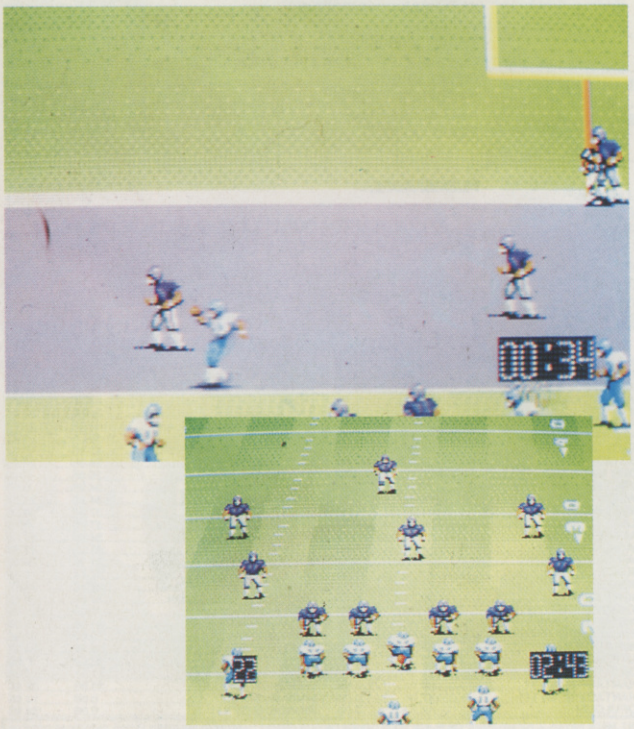
American Football might not be everyone's cup of tea, but when it's simulated as brilliantly as this, you can't help but become totally hooked.

Using stunning state-of-the-art 3D graphics and unbelievable sound, this is one of the finest sports games ever seen. Easy-to-operate drop-down menus are used to dictate play, and the control pad is used intelligently to allow an incredible amount of different moves, including running, passing, diving, spinning and head-butting.

The beauty of the game is that although the scope for play and the amount of moves available is huge, the controls are very easy to operate, allowing players to develop their own playing styles. Indeed, the way the 16 different teams have been programmed into the game means that some teams will perfectly suit the way you play, while others will result in loss after loss - and in the superb instruction manual there are pages of facts to help you choose the team which best fits the way you play.

With its two-player option, and multiple modes of play, this is a game which will keep you entertained for many, many months. John Madden's Football is easily the best Megadrive yet seen, and is a game destined to become an all-time classic. Under absolutely no circumstances should you miss it.

GRAPHICS	95%
SOUND	94%
PLAYABILITY	96%
LASTABILITY	94%
OVERALL	95%

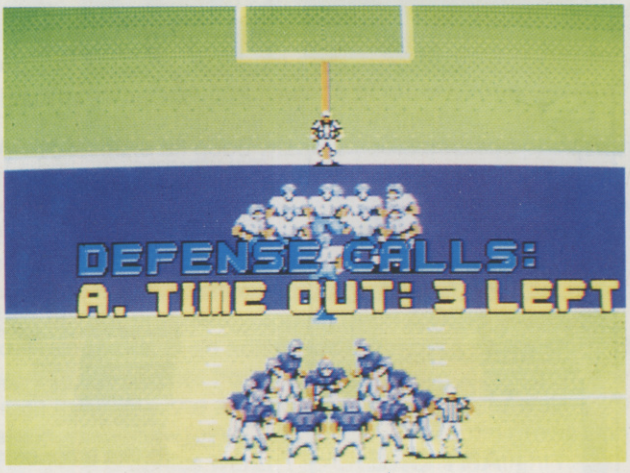


KICK OFF

Learning to kick off well is a crucial part of the game - a good kick can force your opponent to start his drive from deep inside his own half, thus giving you more time to force a turnover.

When you kick a ball deep, opposing sides have three "Return Men" to catch the ball. By either checking the stats or experimenting during the game you should discover which one of these receivers is the slowest. once discovered, kicking the ball to this player makes it easier for you to tackle him quickly.

The opposing side, faced with a slow return man being tackled early will instead play for a touchback. Preventing a touchback will require a kick just short of full power. When you kick the ball pay close attention to the strength marker. Pressing the C button just before the marker reaches the very top of the gauge will land the ball around the 5 yard line. This is too far to run for a touchback and will enable you, if played correctly, to make the tackle at about the 10 yard line.



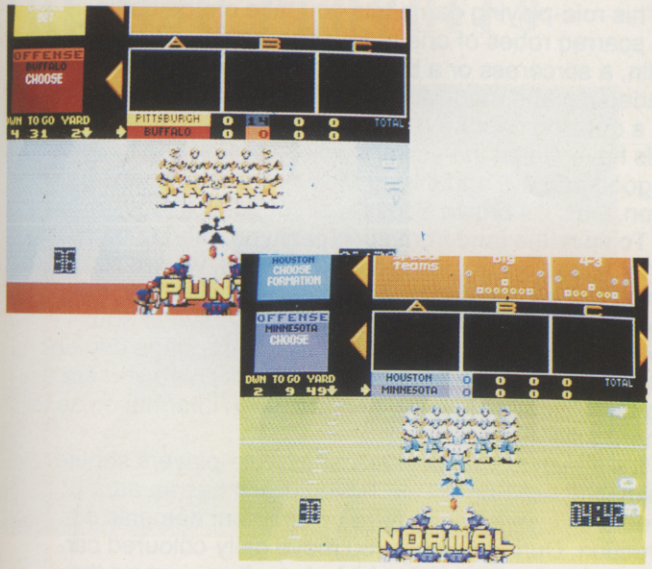
EATING THE CLOCK

In a close game with two evenly matched teams it could be the clock that decides the winner. Careful use of time-outs and the ability to use the clock could give either team the edge. The following scenario gives some idea as how best to use the clock to win you the game...

Cincinnati has a first down on their own 20 yard line. They have three time-outs remaining and 50 seconds in which to score. To do this Cincinnati must move quickly up the field stopping the clock as often as possible.

Running plays are not recommended. Not only do they eat up time, they may result in you having to call a time-out if you're tackled in-bounds. Cincinnati's best chance is to throw a long pass to receivers near the edge of the field. These receivers can run the ball out of bounds to stop the clock if they are threatened with a tackle. Incomplete passes will also stop the clock.

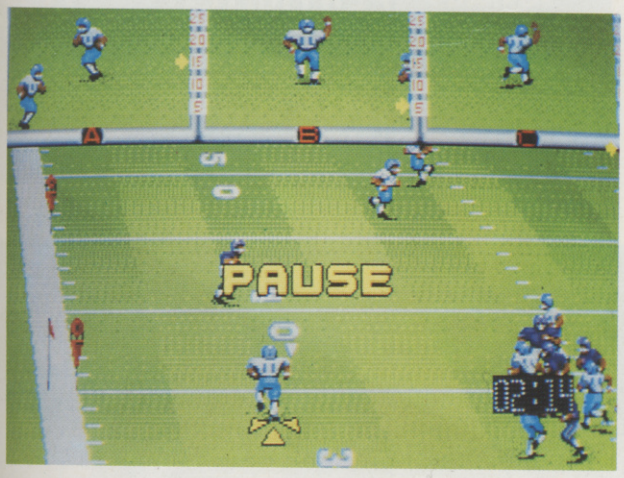
Should Cincinnati reach the goal line with time to spare you can risk a running play, using a time out if necessary.



DEFENSIVE POSITION

The secret of a good defense depends on your ability to anticipate your opponent's next play and react accordingly. This involves wise thinking on your part when choosing your formation, set and play.

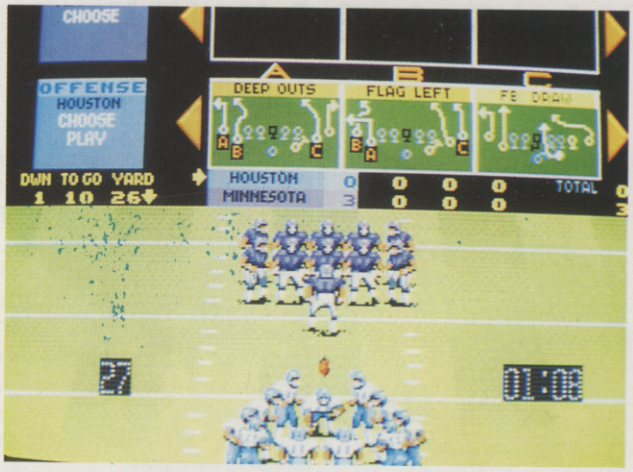
Don't just stick to your normal defensive line up when you've called your play. Find your fastest players and move them around the field into positions where they'll do the most good.



PASS COVERAGE

Effective pass coverage should start at the source. Putting pressure on the quarterback as soon after the snap as possible is the main priority of the defensive linebackers. Select your quickest linebacker before the snap to break through the offensive line and then high-tail it towards the quarterback. Keep on pressing the C button to block any throw but avoid diving at the quarterback.

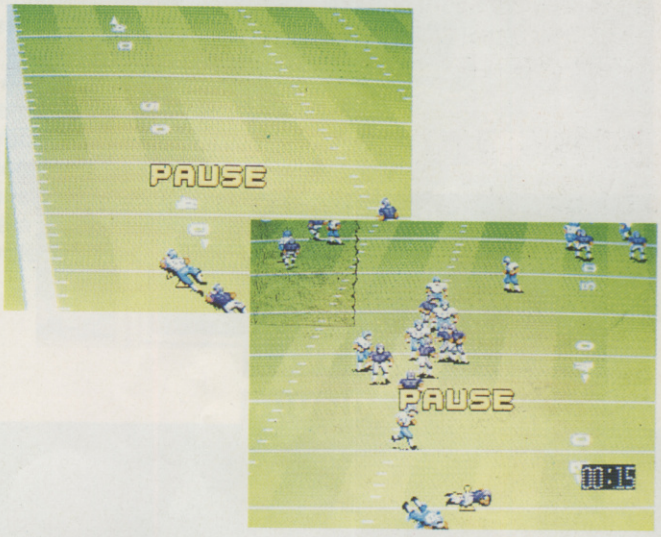
If your defensive linebackers lack the strength to break through the offensive line select a cornerback instead. Move the back up to the line of scrimmage then after the snap move around the offence towards the quarterback.



CONTAIN THE RUN

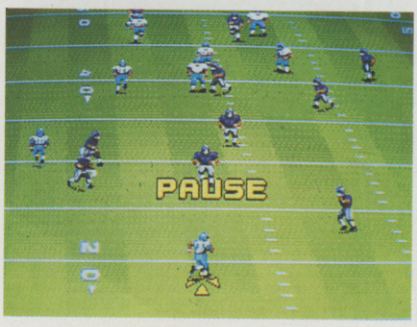
Defending against a running play requires a combination of good judgement in choosing the correct play, quick reactions and the ability to make a successful tackle.

How you tackle your opponents depends upon two factors. These are firstly, your approach towards the ball carrier and secondly, the ability of your defensive backs against that of the ball carrier.



APPROACH

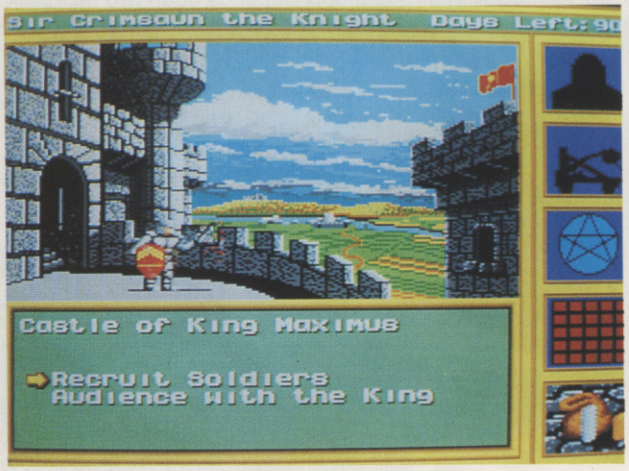
Your approach to the ball carrier greatly influences your tactics when deciding how to tackle him. For example, if you control a lone defensive back, go for a head-on charge which can bring down the ball carrier without any risk. On the other hand if you have several defenders on hand, try to surround the ball carrier and force a fumble.



PLAYER ABILITY

The strength and speed of your defenders compared to the ball carrier are important factors to consider when making a tackle. If you are controlling a defensive back superior to the ball carrier in both strength and speed, the options available to you are greatly expanded, including hanging back and waiting for support to go for a fumble.

KING'S BOUNTY



This role-playing game lets you take on the battle-scarred robes of one of four characters, a knight, a paladin, a sorceress or a barbarian. All have different leadership and magical capabilities which you must use on a quest to capture a band of criminals. These criminals have stolen the sceptre which controls the balance of good and evil and if King Maximus doesn't get it back soon, well, it's brown trousers all round.

To save the land from such peril you need to recruit an army strong enough to see off the ogres, wolves, etc which are roaming around, making life difficult. In between fending off monster attacks, you have to grab treasure (which lets you buy more troops, siege engines and magic spells) and get to townships where you are assigned a criminal to hunt, and are given information as to where they might be.

It's a fairly complex game which role-players should enjoy but, like Faery Tale Adventure, it has an aura of tweeness instead of an aura of imminent demonic destruction. During combat you move gaily-coloured cartoon characters around, which doesn't conjure up the sort of hack-and-slay excitement which would help it appeal to non-RPG fans. Try Might and Magic or Sword of Vermillion before paying for King's Bounty.

GRAPHICS	69%
SOUND	45%
PLAYABILITY	72%
LASTABILITY	80%
OVERALL	**73%**

KLAX

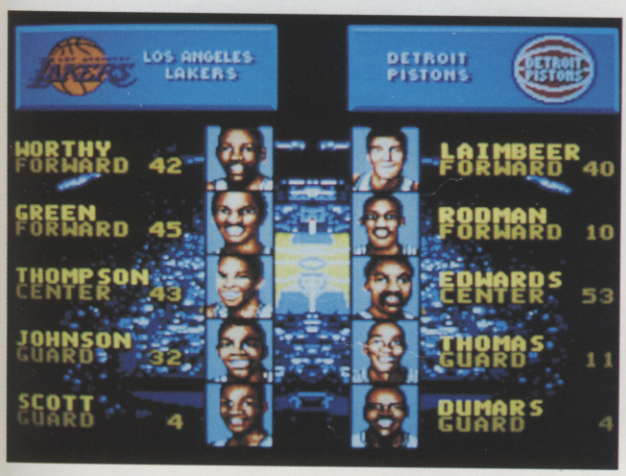
It's Tic-Tac-Tile time once again with the Megadrive version of Atari's Klax - the arcade game that is universally acknowledged as one of the best puzzle games ever. Here we review the version currently available on import, but Tengen are officially releasing their own reprogrammed version before Christmas - check the Preview pages for more details.

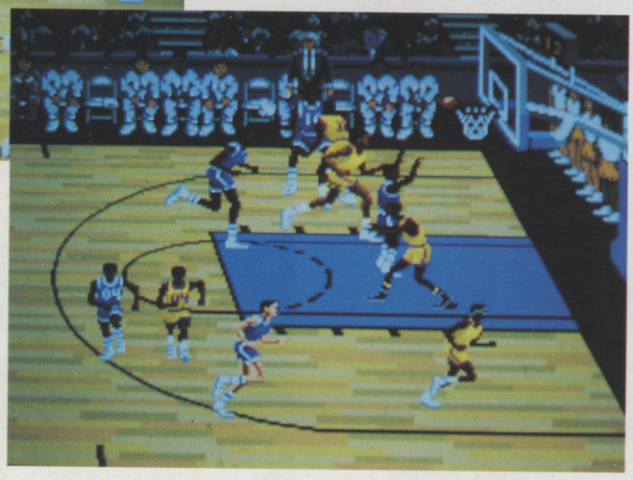
The object of the game is to use a paddle to catch coloured tiles rolling towards you on a 3D conveyor belt, then arrange them in vertical, horizontal or diagonal lines of three or more blocks of the same colour - that's a Klax. The Klaxed tiles then disappear, enabling the player to shovel more in and build more Klaxes and thus more points. The general rule is, the more adventurous your Klax, the more points you receive!

Most versions of Klax are very compelling and extremely addictive, but this version fails simply because the paddle is far too unresponsive which just isn't good enough in a game as intense as this. Also, chucking a tile into a bin whilst moving is very difficult as the game's dodgy logic sometimes lobs it into the incorrect bin! Suffice it to say, Klax fans are going to be disappointed with this frustrating conversion of their fave puzzle game and should wait for Tengen's own substantially improved conversion before shelling out the cash.

GRAPHICS	78%
SOUND	66%
PLAYABILITY	65%
LASTABILITY	73%
OVERALL	**66%**

LAKERS vs. CELTICS IN THE NBA PLAYOFFS





This is Electronic Arts' only Megadrive game which has not yet been released in Europe: it was put on hold because of the nature of the licensing agreements with the LA Lakers, Boston Celtics and the National Basketball Association. That's a shame because of the two basketball games available for the Megadrive, this one is the best.

As well as the Lakers and the Celtics, twelve other American teams are included in the game, all with their proper players. Before the game and between quarters you're presented with statistics on each player to help you choose which ones to field and in which positions. One nice touch is that some players, such as Air Jordan, have their own specialised moves which you can use during the game.

In case you didn't know, the object of the game is to score as many "baskets" as possible by throwing the ball through the hoop suspended over the opposing team's end of the court. In Lakers vs Celtics, the action is viewed from the side, with the screen scrolling to follow the ball. The graphics aren't particularly smoothly animated, but they are at least large and they do look like real basketball players.

Though this isn't quite as good graphically as Super Real Basketball, it's superior because of its more realistic gameplay. Lakers vs Celtics isn't just passing the ball around the court then shooting. There's also a strategy element in choosing the players then using their characteristic abilities to best advantage in the game. This may be a bit daunting for someone who isn't into the sport, but for fans it makes things much more satisfying.

GRAPHICS	86%
SOUND	80%
PLAYABILITY	89%
LASTABILITY	90%
OVERALL	89%

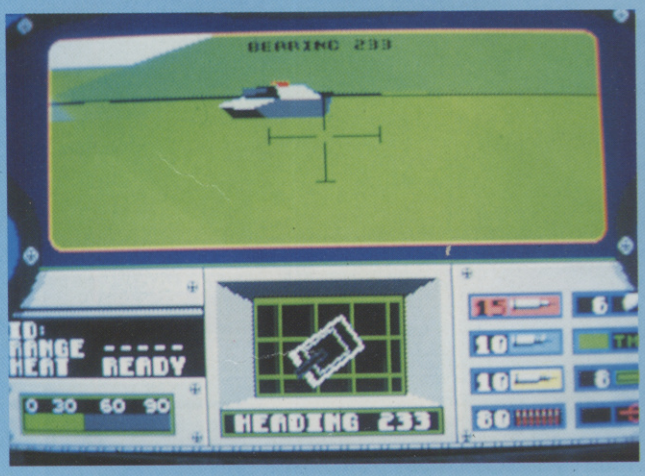
M1 ABRAM'S TANK

In case you didn't know, the M1A1 Abrams is the US Army's favourite front-line, high-tech battle tank, and in this simulation you get to drive one of these vehicles around Germany in an effort to halt the tide of Russian artillery which is (supposedly) about to march over the horizon and start World War III.

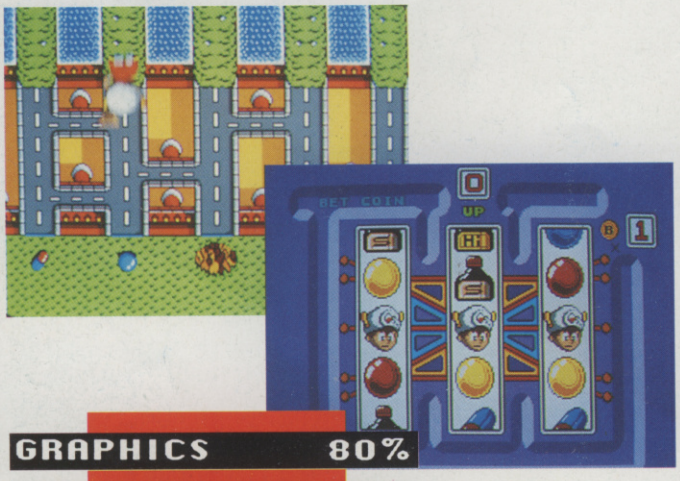
There are eight missions in the game which you can play separately or as a campaign. Destroy enemy bases and communication forts, annihilate entire armoured divisions and escort convoys of trucks to safety. The action is displayed in 3D filled vector graphics, and you can choose to sit in the gunner's, driver's or commander's seats, thus giving you four viewpoints. Each station also has the relevant controls, gauges and excellent displays which are easily menu-driven.

The scenery is rather sparse, which keeps the game fairly speedy, but makes the lengthy driving-to-meet-the-enemy process very dull. Once you do get there, though, you can spend a frenzied few minutes trying to steer the tank while blowing them away, which is tricky but satisfying. As far as simulations go, this isn't as instantly enjoyable as 688 Attack Sub, but it does have a long term appeal which makes it worth a look.

GRAPHICS	80%
SOUND	82%
PLAYABILITY	79%
LASTABILITY	83%
OVERALL	81%



MAGICAL FLYING HAT TURBO ADVENTURE



GRAPHICS	80%
SOUND	70%
PLAYABILITY	82%
LASTABILITY	83%
OVERALL	80%

A strange name for an odd game, which will be familiar to anyone who has played that top Master System title, Psycho Fox of which it is practically a copy. Instead of controlling a fox, though, you have to guide a boy hero wearing cloak and turban across vast scrolling levels full of strange, bouncy monsters. If our hero can't dodge these monsters he can give them a smack in the mouth from his extending fist of steel or use one of the magic potions hidden in statues. Certain statues also contain a friendly boomerang egg-type creature which can be carried around and thrown at any enemy to send him packing good and proper.

It's a very jolly little game, with challenging and interesting gameplay, and pleasant graphics and sound. If you can't find an importer who stocks it, don't worry because an official version is due out at the end of this year. This version has been renamed Chuck D Head and has been slightly redesigned - the hero is a sort of Frankenstein's Monster, who, instead of throwing an egg creature, hurls his head at the baddies! Having seen an early version we can say this is going to be well worth watching out for. Anyway, the ratings for Magical Flying Hat Turbo Adventure are...

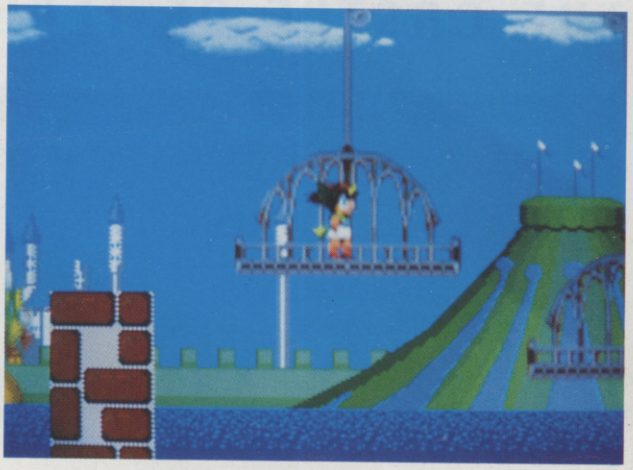
MARVEL LAND

Roger the Pixie's fairy girlfriend has been kidnapped by the Lizard King, who has stashed her in the Marvel Land fun park! Driven by his unbridled love for fairies, Roger sets off to rescue his woman but finds the fairground full of Lizard King's blood-crazed, small, furry servants. And that's not the only problem. All the fairground rides have gone haywire, and Roger must use all his pixie-like jumping and running about skills to negotiate them without falling to a horrible, poison-tipped-spike-type fate!

Roger can improve his fairy powers by grabbing the bonus objects hidden in Marvel Land's bins. As well as providing extra points and 1-UPs, they also contain magic wings (which let Roger jump higher and further) and a strange form of magic which creates a whole row of Rogers which spins around, destroying anything in its path.

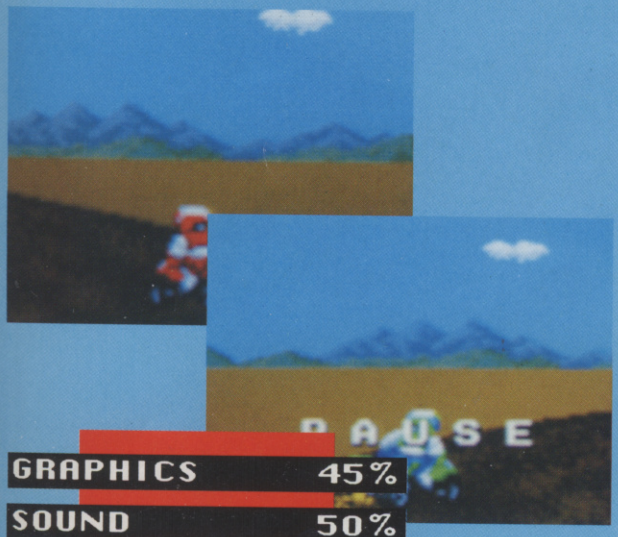
While there's nothing outstandingly original about Marvel Land, it is one of the most playable cute platform games on the Megadrive. Bonuses include a handy password system and loads of secret warps. There's a little subgame at the end of each level which our best brains (who can't read Japanese) couldn't quite suss out, but we can say that success depends on a lot of frantic button pressing.

Nice graphics, good fun, worth buying.



GRAPHICS	81%
SOUND	80%
PLAYABILITY	85%
LASTABILITY	83%
OVERALL	84%

MEGATRAX

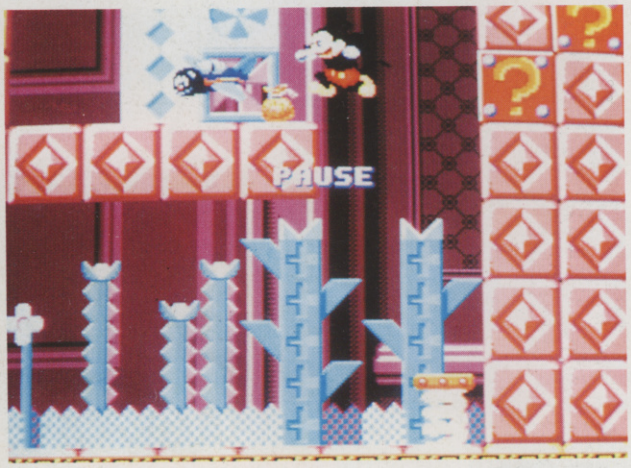


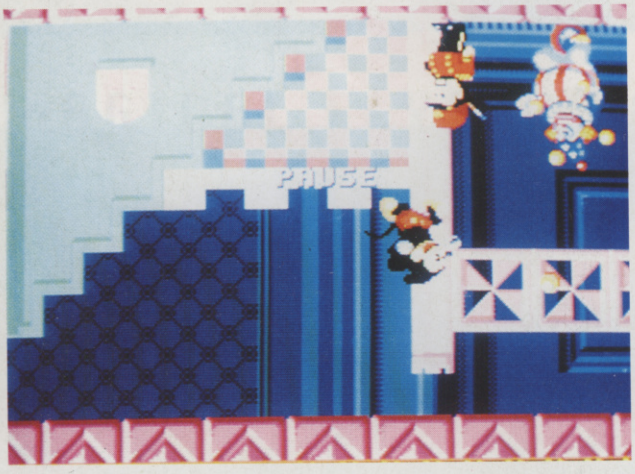
Arcade players may know this better as 4-Trax, a Namco coin-op which let the players race against each other on quad-bikes chassis. Fun though it was, 4-Trax never really took off in Britain, and Megatrax certainly isn't likely to set the nation's Megadrives on fire either.

Like the original, this is a one or two player game (the racing screen is split to follow both players). Before the race, each competitor can choose either an automatic or manual gearbox and an engine size for his quad-bike. And it's there that the fun ends. The action is boring beyond belief, the courses are extremely bland and there seems to be nothing to induce the competitive spirit between the two players. Even the few fans of the arcade game will find this ultra-dull, so it's probably best if you leave this one by the wayside.

GRAPHICS	45%
SOUND	50%
PLAYABILITY	46%
LASTABILITY	30%
OVERALL	40%

MICKEY MOUSE IN THE CASTLE OF ILLUSION





Nasty Witch Mizrabel has made off with the delectable Minnie Mouse, leaving Mickey with no-one to snog of an evening! Mickey has to venture forth into Mizrabel's domain and then into her mysterious Castle of Illusion to rescue his sweetheart.

Unfortunately, Mizrabel's influence has made the whole area dangerous for mice and Mickey has to protect himself by grabbing handy objects (apples in the forest level, marbles in the Toyland level etc) and hurling them at the bad guys. Alternatively he can jump on them, using the weight of his rodent bottom to concuss them into oblivion. His prodigious jumping ability also comes in handy when he has to leap around leafy platforms, swing on ropes and climb up to those magical bonus point items.

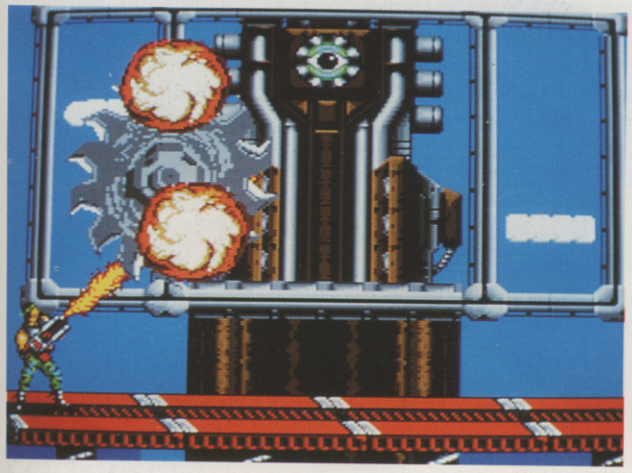
Castle of Illusion is probably the prettiest Megadrive game yet which is hardly surprising - after all this is a Disney licence. The graphics are beautifully coloured and animated, which really does make the whole game look like a cartoon. And unlike the other Disney licence, Fantasia, Castle of Illusion's gameplay is as good as its graphics with lots of enjoyable action and variety to keep your interest. The only slight let-down is that it doesn't take too long to complete, but it is a game that you will come back to again and again. A Megadrive must-buy.

GRAPHICS	95%
SOUND	85%
PLAYABILITY	93%
LASTABILITY	90%
OVERALL	94%

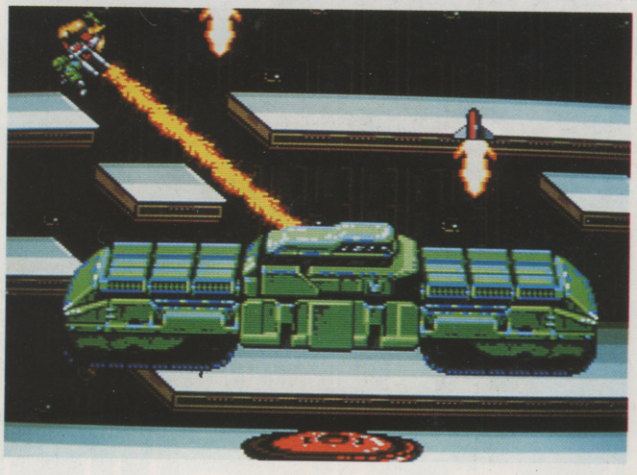
MIDNIGHT RESISTANCE

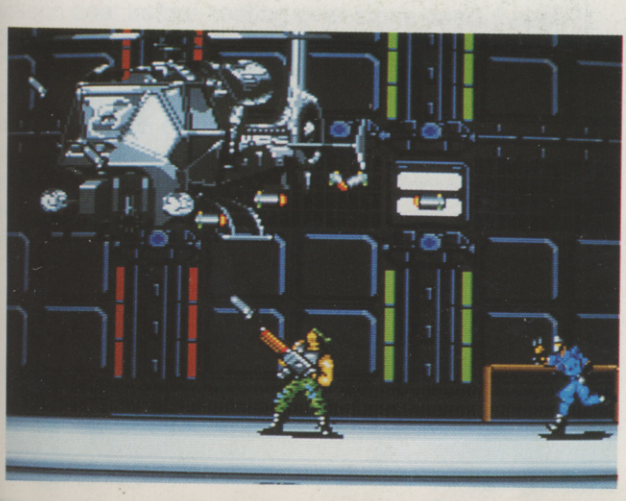
Your entire family has been kidnapped by a nasty band of terrorists who probably want to do evil things to them with knitting needles. Your only option is to don your combat trousers, grab a gun and head for their base to show them just how unhappy all this has made you. Using a variety of weapons you get to puncture enemy soldiers and torch tanks galore, pausing only to collect the keys which provide even more guns at the end of the level!

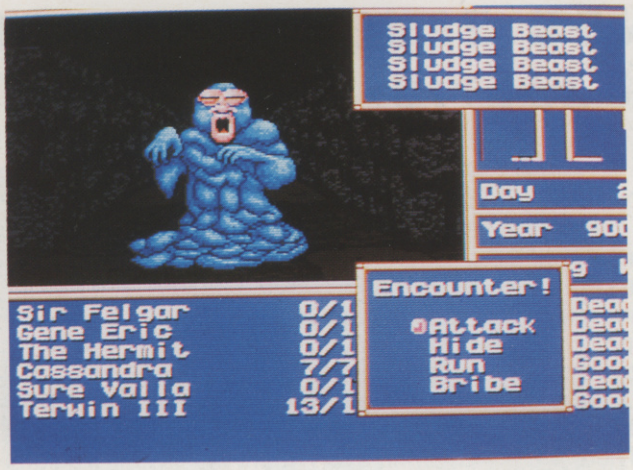
There are bullets flying everywhere in this coin-op conversion, which would be an excellent copy were it not for the rather cumbersome controls which take some getting used to, and the disappearance of the original's dual player feature. Luckily, the platform-based destruction is exciting enough to survive the loss... but only for a while. Midnight Resistance is another sufferer of Tooeasyitis, and a moderately skilled player attempting the game on normal level will find the game is won before he knows it. Set on HARD level it should give most Megadrivers a good run for their money.

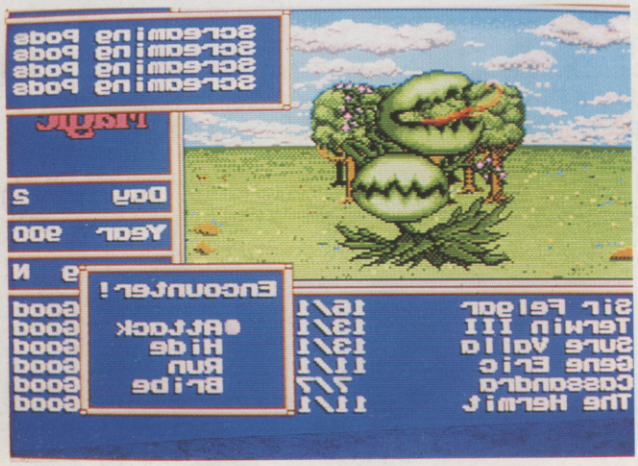


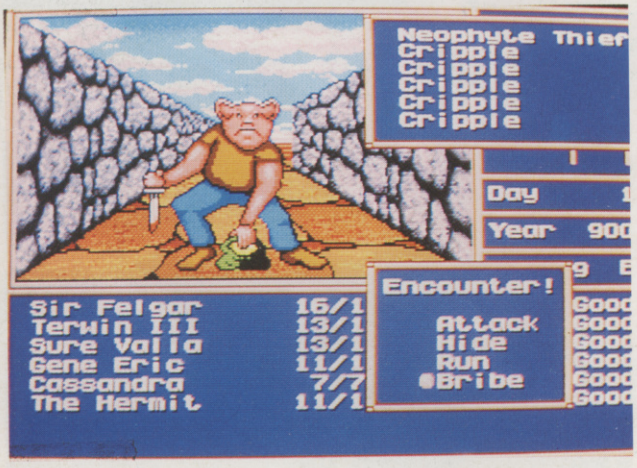
GRAPHICS	85%
SOUND	80%
PLAYABILITY	88%
LASTABILITY	78%
OVERALL	85%

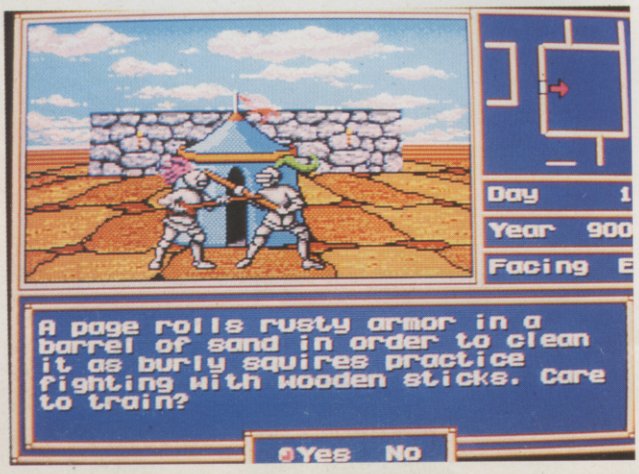












MIGHT & MAGIC: GATES TO ANOTHER WORLD

The Earth Elemental Emperor, Gralkor the Cruel is getting really annoyed. There are humans, gnomes and elves and stuff roaming all over his planet, and he wants them off his property. All that's been holding him back is the humans' Orb of Power, but now that it's been stolen, he's ordered his armies of spectres and monstrous plants to reclaim his territory.

Obviously the Orb has to be recovered, so you have to take a gang of adventurers out on a seek and recover RPG mission, taking in cities, wildernesses and dungeons which are inhabited by a wide variety of creatures ranging from dinosaurs to belligerent "cripples". Not everyone is against you, though. You can get help from tradesmen if you join their guild and you can buy food, spells, weapons and information.

The game comes with a battery game save feature which is just as well because there's a lot of depth to Might and Magic. That's not simply because there's a huge area to explore, there's also a lot of scope for improving your characters into a really powerful force. One thing which lets the game down slightly are the graphics. You get a 3D scenery window, but the sprites and backgrounds are quite roughly drawn and animated. This also has the added effect of making the combat-by-rounds rather dull to watch, especially if you're in the midst of a major battle and have to spend five minutes wearing the hit points off four enemies.

The real RPG fans should enjoy this because it's more akin to a board game than the likes of Sword of Vermillion. Less enthusiastic adventurers may well find the lack of instant action a drag, though.

GRAPHICS	77%
SOUND	50%
PLAYABILITY	80%
LASTABILITY	85%
OVERALL	**80%**

MIKE DITKA'S POWER FOOTBALL

At first sight, Mike Ditka's Power Football looks like a bizarre cross between Joe Montana's Football and John Madden Football. The graphic style has the 3D perspective of Madden's, with the rough, unpolished sprites and backdrops of Montana's. The sound though, isn't bad at all, with a mass of tunes to choose from to accompany the action, and loads of Madden-esque grunts and groans courtesy of the players themselves.

Just like its American Football stablemates, all of the rules of the original game are present and there are loads of strategies to choose from for both the offensive and defensive teams. Unfortunately, in the playability stakes, Power Football just doesn't measure up to Madden's. Although the menu system works just as well as, if not better than Madden's, the in-game action just isn't in the same league of realisism as the Electronic Arts classic.

Once again, if it's American Football thrills, spills and violence you're after, scope out your local software shop for John Madden Football.

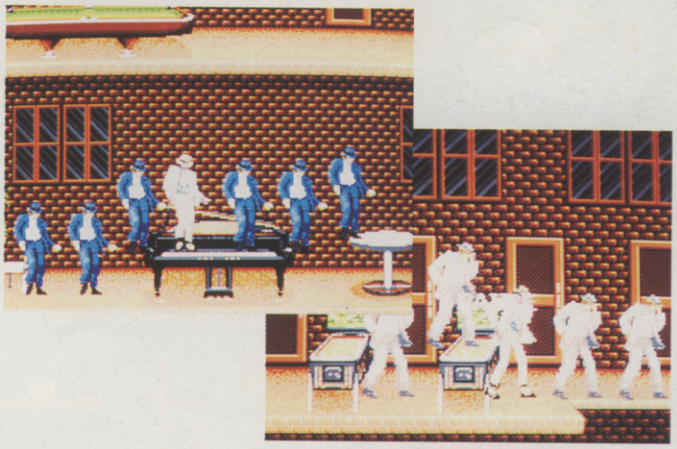
GRAPHICS	74%
SOUND	88%
PLAYABILITY	76%
LASTABILITY	76%
OVERALL	**76%**

MOON WALKER

Many scoffed at the prospect of a game based around the antics of this whacko pop personality, but when this game came into the office, they were laughing on the other side of their faces.

It's a thoroughly entertaining platform romp in which the plastic performer sprays magic from his hands and feet as he battles through a variety of scrolling landscapes. There are m any brilliant touches, including a superb "dance 'em to death" smart bomb which forces all the baddies to line up in formation and jig along to the Jackson beat before keeling over stone dead. Laugh? You most certainly will.

With its excellent graphics and thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech (with all your favourite Jackson aaows and oohs), this is a very addictive game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.



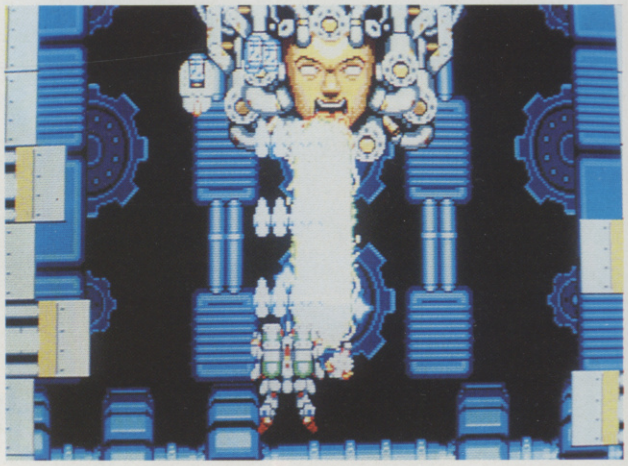
GRAPHICS	85%
SOUND	93%
PLAYABILITY	83%
LASTABILITY	79%
OVERALL	**82%**

MUSHA

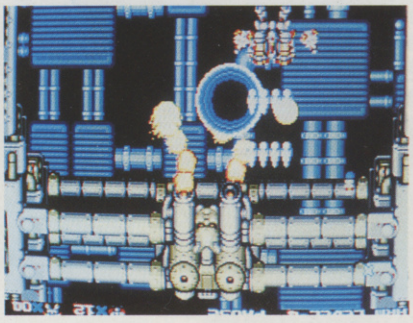
Billed by many as the Megadrive's answer to that classic PC Engine shoot 'em up Gunhed, this features superb introductory screens, very fast action, some neat power-up weapons, several great soundtracks and tons of alien craft to blow into oblivion as you race up the vertically scrolling screen.

However, there are a couple of things that let this game down. First of all, the graphics are rather uneven - one level might feature superbly drawn multi-parallax scrolling, whereas the next is lumbered with a single-level bland backdrop. The same can be said for the sprites, which range from excellent to downright average. The other thing, and this is what really shoots this title in the foot, is the easy difficulty level. At the office, two of us finished the game on our third go - which just isn't good enough. When a game has a £40+ price tag, we expect more than just an hour or so's play from it!

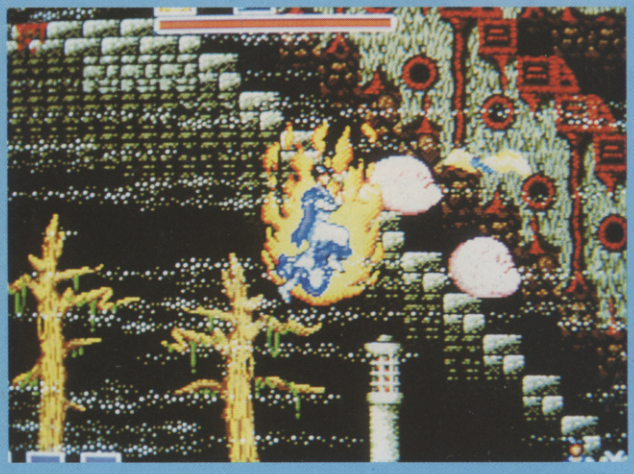
If the graphics were more polished and if the gameplay was tougher this could have been a stunning shoot 'em up. But "if" isn't good enough. As it stands, MUSHA is a fast, but unchallenging shoot 'em up which is only recommended to novices.



GRAPHICS	78%
SOUND	68%
PLAYABILITY	73%
LASTABILITY	65%
OVERALL	71%



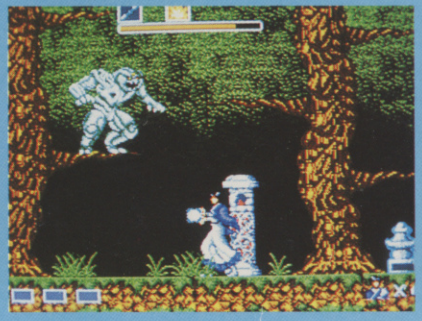
MYSTIC DEFENDER



Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone requires you to guide the eponymous mystic defender person across a variety of scrolling landscapes using magic to defeat an army of evil spirits.

It's quite good fun at first, and it's certainly challenging, but it lacks the oomph to keep you coming back for more. Perhaps it's because the extra weapons are all a bit weedy, or that the control method is occasionally very irritating. Maybe it's even because of the rather uneven difficulty level which results in you getting stuck in places time and time again. Whatever it is, this is a definitely a poor man's Ghouls 'n' Ghosts which won't keep you occupied for very long.

Go for the real thing and you'll be much happier.



GRAPHICS	78%
SOUND	71%
PLAYABILITY	67%
LASTABILITY	55%
OVERALL	63%

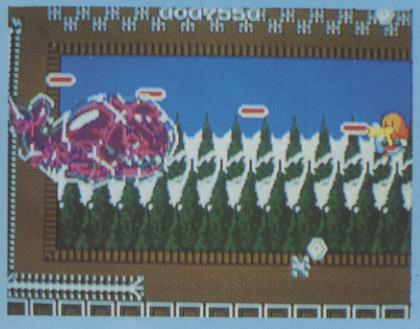
NEW ZEALAND STORY

Tiki the Kiwi is in a bit of a dilemma. Why? 'Cos evil Sammy the Seal has kidnapped all his chums as has locked them up in cages all around a surreal landscape. Sounds weird? New Zealand Story certainly is.

But who cares when it's as much fun as this. The idea is to rescue all of Tiki's chums by running and jumping around the multidirectionally scrolling landscape and reaching the cage before the timer for that particular screen reaches zero.

There are all sorts of horrid baddies making life difficult, but Tiki is armed with a bow so he can spang off arrows at the aggressors. A variety of cute power-up weapons are also available, including balloons and flying craft which Tiki can use to get to the more inaccessible parts of the landscape.

New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different scr ens from the arcade version to make life difficult even for coin-op experts. Highly recommended.



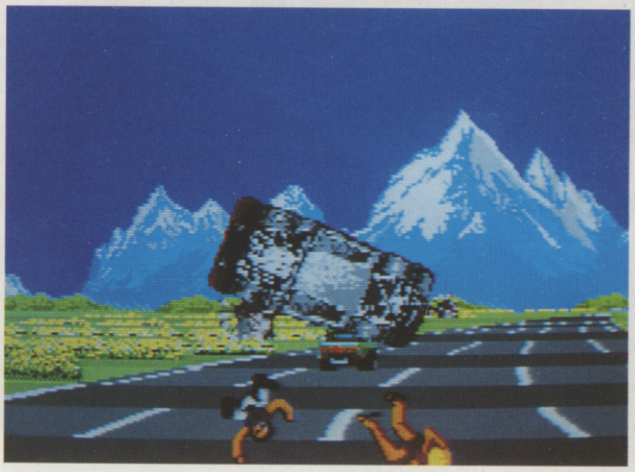
GRAPHICS	84%
SOUND	83%
PLAYABILITY	86%
LASTABILITY	80%
OVERALL	82%

OUTRUN

Why ponce around impressing the girls with your Ferrari Testarossa when you can take part in the Outrun cross-country endurance race? The race is split into five stages and a time limit is given for each. Failure to cross the checkpoint ahead of the time limit results in your immediate disqualification. Of course, such a race is highly illegal, and so to confuse the cops, the Outrun authorities have erected five finishing points, and it's up to you to plot a route through.

Graphically, this is a very close copy of the coin-op with some excellent background scenery. However, it just doesn't play much like the arcade and this aspect alone immediately makes it inferior to the likes of Road Rash and Super Monaco GP.

Outrun's biggest problem, though, is its complete lack of challenge. Select EASY or NORMAL difficulty levels and you should be able to complete it on your first go. The different routes through the game increase its longevity, but some of the later desert levels are very boring to drive through. Real Outrun fans may enjoy this, but any gamer with the tiniest amount of games-playing talent will probably have had enough within half an hour of purchase.



GRAPHICS	81%
SOUND	84%
PLAYABILITY	77%
LASTABILITY	51%
OVERALL	68%

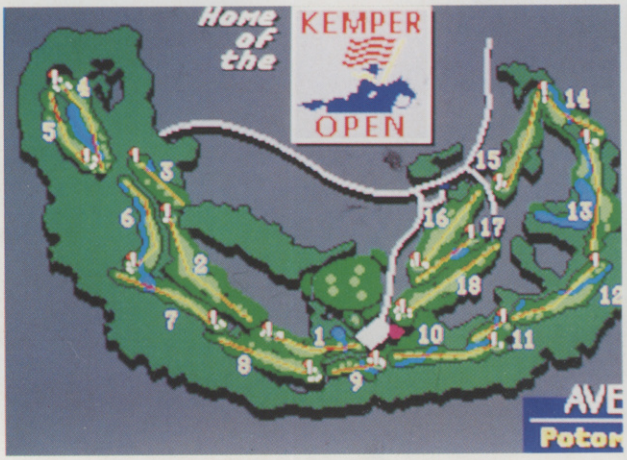
PGA TOUR GOLF

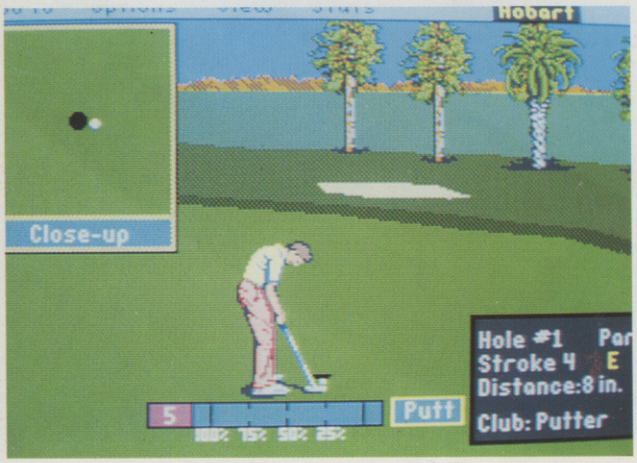
Tee off with this excellent golf sim which takes you around digitised versions of the four PGA Tournament courses in the USA. If you opt to play in a prize tournament you'll find yourself up against 79 computer golfers, but you can also compete with three other people. The cartridge has battery-backed memory so it can save several golfers' statistics (longest drive, accuracy, prize money, etc) as well as one unfinished game.

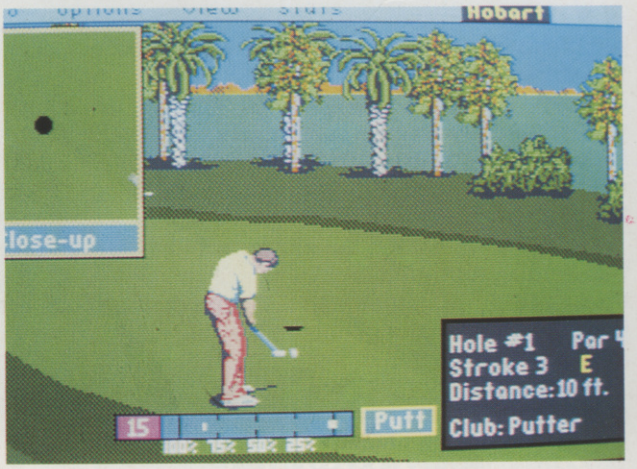
Each hole is viewed in 3D from behind your player, with the fairway, trees, lakes and sand traps stretching out between you and the pin. Use a cross-hair to aim your shot then take your swing, timing your button presses to set the strength of the shot and the spin on the ball. Once at the green, you're presented with a relief map of the ground between you and the hole, so you can avoid any bumps.

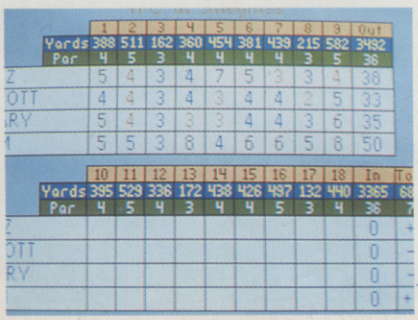
In spite of the slightly gaudy graphics (which are fast, accurate and well animated, but are in 16 colours like the PC version), this is the best golf game available on any console or home computer. Everything behaves just as it should, and just like the real thing, success requires just as much practice as skill. Even if you know nothing about the sport, PGA Tour Golf is an excellent introduction, and a thoroughly playable game to boot.

GRAPHICS	85%
SOUND	87%
PLAYABILITY	94%
LASTABILITY	94%
OVERALL	93%









** RETAIL ** MAIL ORDER ** TRADE UK ** TRADE EUROPE **

* * ELECTRO GAMES * *

THE SPECIALIST IN CONSOLES AND GAMES
2, OVERTON DRIVE, WANSTEAD, LONDON, E11 2NJ
TELEPHONE :081 530 8246 (4 LINES) FAX :081 518 8929

VISA

* * * MEGADRIVE * * *

MEGADRIVE (PAL)	£105	ARCADE POWERSTICK	£35
		JOYPAD	£14
MEGADRIVE AND GAME OF OUR CHOICE	£120	JAP/U.K CONVERTOR	£12
		TURBO JOYPAD	£15
MEGADRIVE AND ANY GAME UPTO £32 OF YOUR CHOICE	£130	MEGADRIVE + 2 JOYPADS + ANY TWO GAMES UPTO £32 OF YOUR CHOICE	£170

JAPANESE GAMES

ALIEN STORM	£30	NEW ZELAND STORY	£25
ARCUSS ODDYSEY	£30	ROLLING THUNDER 2	£32
BARE KNUCKLE	£30	SONIC THE HEDGEHOG	£30
BONANZA BROTHERS	£30	SPIDERMAN	£30
CRACKDOWN	£20	STRIDER	£25
DEVIL CRASH	£32	WRESTLE WAR	£30
DICK TRACY	£20	ZERO WING	£30
DJ BOY	£20	**AMERICAN GAMES**	
E-SWAT	£20	FATAL REWIND	£32
GHOULS N GHOSTS	£30	ICE HOCKEY	£32
GOLDEN AXE	£30	JOHN MADDENS	£32
GYNOUG	£30	LAKERS V CELTIC	£32
JEWEL MASTER	£30	PHANTASY STAR III	£45
MAGICAL HAT	£25	P.G.A. TOUR GOLF	£32
MARVEL LAND	£30	*QUACKSHOT.....*	
MERCS	£32	*STARING DONALD DUCK*	£32
MICKEY MOUSE	£25	ROAD RASH	£32
MONACO G.P.	£30	SHINING IN THE DARKNESS	£45
MOONWALKER	£25	TOE JAM AND EARL	£35

* * * GAMEGEAR * * *

GAMEGEAR AND ANY GAME + MASTERGEAR + COVERCASE	£125	GAMEGEAR + ANY GAME	£109
		WIDEGEAR	£15

MASTERGEAR - PLAY MASTER SYSTEM GAMES ON YOUR GAMEGEAR £22

AX BATTLER....		MONACO G.P.	£19
A LEGEND OF GOLDEN AXE	£22	NINJA GAIDEN	£22
FANTASY ZONE	£22	OUTRUN	£22
FROGGER	£22	POP BREAKER	£22
GALAGA 91	£22	RASTAN SAGA	£22
GOLF	£22	SHINOBI	£22
HAYLEYS WARS	£22	SUPER TENNIS	CALL
HEAD BUSTER	£22	WONDERBOY	£19
MICKEY MOUSE	£22	WORLD LEADERBOARD	£24

* * * SUPER FAMICOM * * *

FAMICOM (SCART)	£190	FAMICOM (PAL)	CALL
FAMICOM (SCART) + GAME OF YOUR CHOICE	£225	FAMICOM (SCART) + TWO GAMES OF YOUR CHOICE	£255
RAPID FIRE UNIT	£20	XE-1SFC JOYSTICK	CALL

ACTRAISER	£35	PILOT WINGS	£40
CASTLEVANIA 3	£43	SIM CITY	£45
CAVEMAN NINJA	£43	SUPER FIRE WRESTLING	£44
EARTH DEFENSE FORCE	£45	SUPER MARIO WORLD	£40
FINAL FIGHT	£40	SUPER R-TYPE	£40
F-ZERO	£40	SUPER TENNIS	£43
GHOULS & GHOSTS	£45	UN SQUADRON/AREA 88	£40
GOEMAN WARRIOR	£40	ZELDA	£45

* * * GAMEBOY * * *

JAPANESE GAMEBOY WITH JAPANESE GAME	£65	UK GAMEBOY WITH COVERCASE	£67
LIGHTBOY	£15	BLACK CARRYALL	£15
CASEBOY	£10	MAINS ADAPTOR	£5

BATMAN	£22	JORDAN v BIRD	£22
BEETLEJUICE	£22	MEGAMAN	£22
BILL AND TEDS EXCEL ADV	£22	NAVY SEALS	£22
BLADES OF STEEL	£22	NEMISIS 2	£22
BUBBLE BOBBLE	£22	OPERATION C	£22
CASTLEVANIA 2	£22	POPEYE 2	£22
CHESSMASTER	£22	PRINCESS BLOBBETE	£22
CHOPLIFTER 2	£22	PUNISHER	£22
DAYS OF THUNDER	£22	ROBOCOP	£22
DOUBLE DRAGON 2	£22	SNEAKY SNAKE	£22
DUCKTAILS	£22	TERMINATOR 2	£20
FINAL FANTASY 2	£25	TOUR DE TRASH	£22
GREMLINS 2	£22	TURTLES 2	£22
GAUNTLET 2	£22	W.W.F	£22

* * * ATARI LYNX * * *

ATARI LYNX 2	£85	LYNX SOFT CARRYALL	£15
ATARI LYNX 2 + GAME	£105		

A.P.B.	£25	SCRAPYARD DOG	£25
CHEQUERED FLAG	£25	TURBO SUB	£25
NINJA GAIDEN	£25	WARBIRDS	£25
PACLAND	£25	WORLD CLASS SOCCER	£25

PLEASE SEND COUPON TO
ELECTRO GAMES, 2, OVERTON DRIVE, WANSTEAD, LONDON E11 2NJ

*** ALL * GOODS * SENT * FIRST * CLASS ***

PRODUCTS REQUESTED

CARRAIGE: £5.00 PER MACHINE £1.00 PER GAME	
TOTAL SENT - CHEQUE / POSTAL ORDER / CREDIT CARD	

PLEASE COMPLETE IN CAPITALS

NAME	
ADDRESS	
TELEPHONE	
CREDIT CARD NUMBER	
CARD EXPIRY DATE	
SIGNATURE	

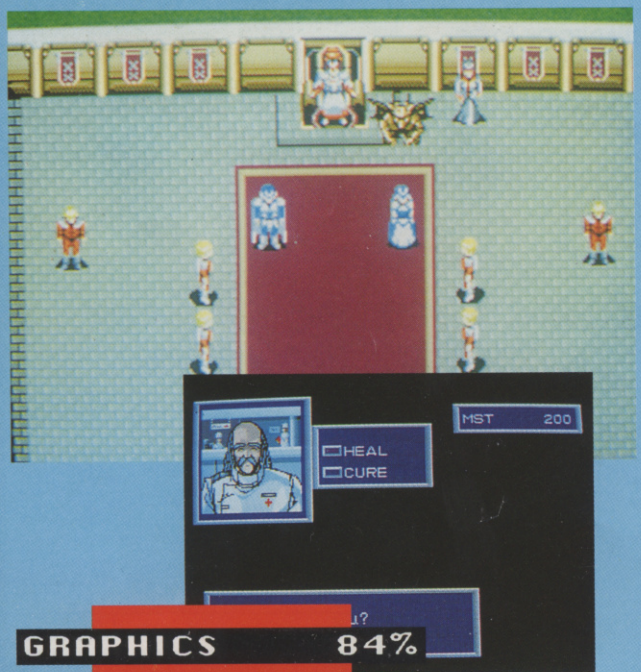
PHANTASY STAR 2

Phantasy Star is a vast, sprawling RPG set in the future where you guide an intrepid band of adventurers through a hazard-packed landscape. There are no arcade sequences at all, instead the fight sequences are displayed using a hit points and menu systems where the player chooses the action, and then the computer works out the results.

Both the graphics and sound are very functional, and while there's certainly a big challenge in store, to be honest, Phantasy Star II is more suited to pure RPG fans who like to use their brains rather than their joysticks. Arcade fans will soon become bored due to the lack of immediate action.

GRAPHICS	61%
SOUND	67%
PLAYABILITY	73%
LASTABILITY	79%
OVERALL	78%

PHANTASY STAR 3: GENERATIONS OF DOOM



GRAPHICS	84%
SOUND	77%
PLAYABILITY	85%
LASTABILITY	96%
OVERALL	89%

This sequel begins 1,000 years after Orakia's cyborg army drove off the dark forces of Laya. Prince Rhys is about to marry the mysterious Maia, but just before they tie the knot she's kidnapped by a Layan Dragon! Rhys wants to raise an army and revive the war with the Layans but this idea shocks his father (the king) to the extent that he has Rhys thrown into the castle dungeons to cool off! Rhys realises he'll have to organise his own rescue attempt, so he busts out of jail and sets off to find his woman and finish off the Layans once and for all.

Inside cities, Rhys enters shops to stock up on food and weapons and gleans clues from the inhabitants, who also occasionally give him subquests. In the wilderness outside, he encounters unfriendly animals and Layan forces which have to be fought off in simple combat-by-numbers.

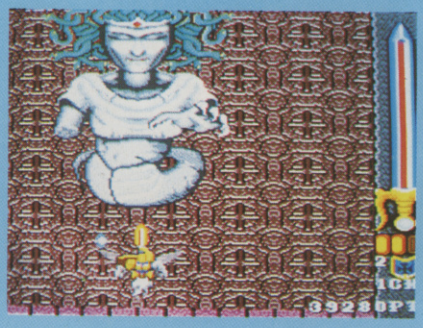
This is even more of an epic than the original! Your party of up to five adventurers have to explore seven worlds, and the game takes so long to complete the characters go through three generations during the game! The whole game is much more presentable than its predecessor, having better graphics and a slightly more attractive combat section. It won't grab non-role players straight away, but the adventure buffs out there should find it offers more than just about any other Megadrive RPG.

PHELIOS

The first thing that immediately grabs your attention is that this looks more like a Master System game than a Megadrive title. The graphics are very poor indeed, with fuzzy sprites and very bland backdrops. The gameplay is more exciting, though, requiring the player to fly up the screen taking out the baddies with a giant sword and a number of different power-up weapons.

There are numerous play options which let you tackle different levels, quite a neat idea, although it's possible to see virtually the entire game very quickly. Playing it all the way through, however, is a challenging task and one that most shoot 'em up fans will enjoy.

Phelios is certainly not the greatest vertically scrolling Megadrive blaster around, but it has enough original features to keep you entertained for a while at least.



GRAPHICS	74%
SOUND	72%
PLAYABILITY	81%
LASTABILITY	67%
OVERALL	77%

MEDLANTIC HI TEC LTD

10 CHURCH STREET, MARKET BOSWORTH
WARWICKSHIRE CV13 0LG

TEL: (0455) 291865/292405
FAX: (0455) 291865

OPEN
MON-SAT
8.30am - 6.00pm

MEGADRIVE GAMES

VISA

NEW RELEASES

DONALD DUCK 29.95
STAR FLIGHT 34.95
THE IMMORTAL.....CALL
JEWEL MASTER 34.95
TOE JAM & EARL 34.95
DARK CASTLE 33.95
FATAL REWIND.....CALL
ROAD RASH 38.95
688 ATTACK SUB 34.95
DECAPATTACK.....34.95

CALL FOR LATEST TITLES

GAMES IN STOCK FOR
FAMICOM
GAMEGEAR
GAMEBOY
LYNX
CALL FOR LATEST TITLES
NEW & USED ON ALL CONSOLES

MEGADRIVE +
ANY GAME 135.00
MEGADRIVE + SONIC 129.95
MICKY MEGADRIVE 149.95
(FANTASIA + CASTLE OF ILL)
MEGADRIVE + PSU 98.95
JOYPAD 13.95
UK/JAP ADAPTER.....6.95
SCART LEAD.....7.95
STEREO LEAD 7.95

SECOND HAND GAMES AND PART EXCHANGES WELCOME, CALL TO FIND OUT PRICES

Send all cheques/P.O. to the above address or phone with credit card details.
Please add £1 per game, £5 per machine

GENERAL RELEASES

AERO BLASTERS 32.95
ALIEN STORM 32.95
BLOCKOUT.....34.95
DINOLAND.....34.95
EA HOCKEY 38.95
FANTASIA 37.95
GYNOUG 29.95
HARDBALL 34.95
J MADDENS FOOTBALL....29.95
MAGICAL HAT 21.95
MIDNIGHT RESISTANCW..29.95
PGA TOUR GOLF.....37.95
RINGSIDE ANGELS 29.95
RAIDEN TRAD.....34.95
SONIC HEDGEHOG.....32.95
STAR CONTROL 29.95
SPIDERMAN.....38.95
STREETS OF RAGE.....34.95
SUPER AIRWOLF.....32.95
WRESTLE WARS 32.95
DICK TRACY.....22.95
STRIDER.....24.95
GOLDEN AXE 24.95

POPULOUS

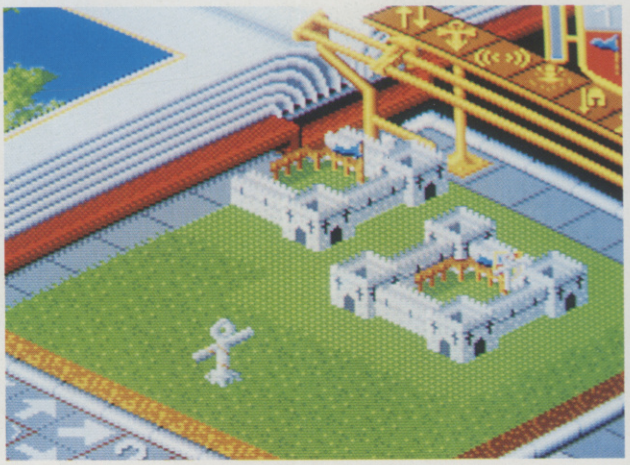
Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts.

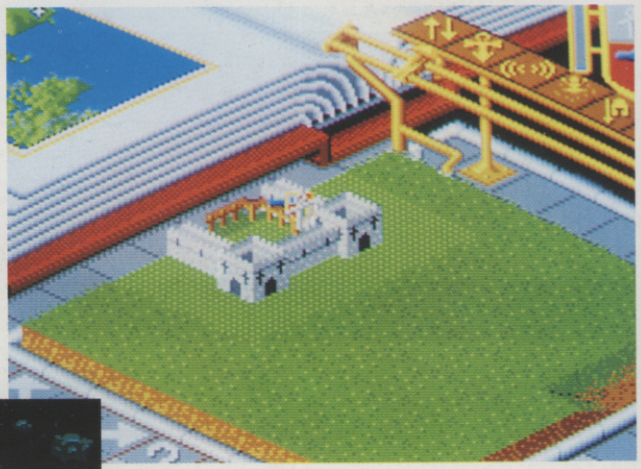
Played over a large scrolling landscape, the idea is to look after your people by raising and lowering the land so they can cultivate and build on it, thereby increasing their population and making you stronger. However, while you're doing that, an evil God elsewhere on the map is doing the same for his people. And these people are out to destroy yours.

As you become more powerful, you're able to do a variety of nasty God-like things to destroy his people, like making a giant volcano appear right in the middle of one of his cities, or flood the place or even place swamps or cause an earthquake. Of course, the evil God can do the same to you, so a right regular ding-dong battle is guaranteed.

With super graphics and 500 different levels (and a password system to let you carry on from where you left off), Populous is both highly original and amazingly addictive. Once you start playing, it's very difficult to stop. With a constant challenge on offer, Populous is a game which you will return to time and time again.

GRAPHICS	82%
SOUND	73%
PLAYABILITY	93%
LASTABILITY	92%
OVERALL	92%



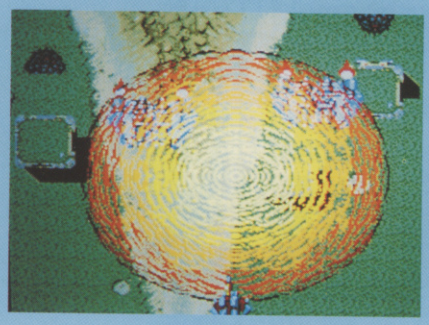


RAIDEN TRAD

On first glimpsing Raiden you may well think that you've seen something just like it on the Megadrive on several dozen previous occasions. Raiden is another up-the-screen shooter - which wouldn't be too bad if it didn't look exactly like a cross between Twin Hawk and Truxton.

It's an unsophisticated blast, which puts you in control of a high-tech lasership with a mission to blast tanks, gun emplacements and enemy aircraft. Of course, there are power-ups to be purloined, but the selection is limited to two unoriginal weapons, namely a multi-directional Vulcan cannon and a single beam laser.

True, it's quite a challenging blastfest which is perfect for the few fans of the arcade game, but yer average Megadrive owner may well feel ripped off to pay 40 quid and have this drop through the letterbox.



GRAPHICS	80%
SOUND	70%
PLAYABILITY	78%
LASTABILITY	77%
OVERALL	73%

TELEGAMES

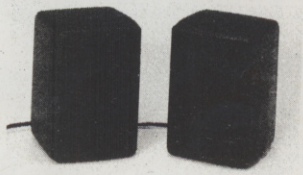
THE VIDEO GAME SPECIALISTS FOR OVER **12 YEARS**

CHESS Based upon the most powerful chess playing technology from the laboratories of Fidelity Electronics – the premier manufacturers of dedicated chess computers and the developers of the only USCF Certified Master Rated (2325) Program. This is the most powerful chess game available!

QIX Neutralize QIX and its mutant offspring SPARX by claiming their territory before they frag you. Hundreds of levels of increasing intensity will shatter your nerves while stunning sound effects and a variety of patterns will rattle your brain. A practice mode sharpens your dexterity.

STEREO SPEAKER SYSTEM

SUITABLE FOR DIRECT CONNECTION TO –
ATARI LYNX * NINTENDO GAMEBOY * SEGA GENESIS, MEGADRIVE, GAME GEAR * NEC GT HAND HELD AND PC HAND HELD * PERSONAL STEREOS * COMPACT DISC PLAYERS * NEO-GEO * ETC AND ANY OTHER ITEM WITH 3.5mm SOCKET COMPLETE WITH PLUGS AND LEADS.



- High efficiency 3" micro stereo speakers
- Built in power booster (4 c size batteries not included)
- Active or passive system, works with or without batteries
- Individual volume controls
- DC 6 volt input jack
- 3.5mm stereo plug to fit personal stereos and compact disc players

Europe's largest stock of consoles and games for –

SEGA-MEGA DRIVE & Master System & Game Gear
PC Engine
SNK Neo-Geo
COLECO VISION
Nintendo - GAMEBOY - SUPER FAMICON
PC SUPER GRAFX
INTELLIVISION
ATARI - LYNX * 2600 * 7800
PC Engine Hand held
MASTER GEAR in stock NOW!!

Remember - if it's a game - it's at Telegames!!

SPECIAL OFFERS
PC Engine DELUXE JOYSTICK WITH RAPID FIRE, LED INDICATORS ETC USUALLY £24.99
ONLY **£9.99**

Nintendo AND SEGA
Cartridge and Console cleaning system – stops games from crashing – protects cartridge pins, was £9.99
NOW **£4.99**

ABOVE OFFERS WITH ANY OTHER PURCHASE OVER £20.00 AND WITH THIS ADVERT ONLY

For games list send S.A.E. stating which console to our Head Office

HEAD OFFICE AND MAIL ORDER – WIGSTON, LEICESTER LE8 1TE
Telephone (0533) 880445/889989

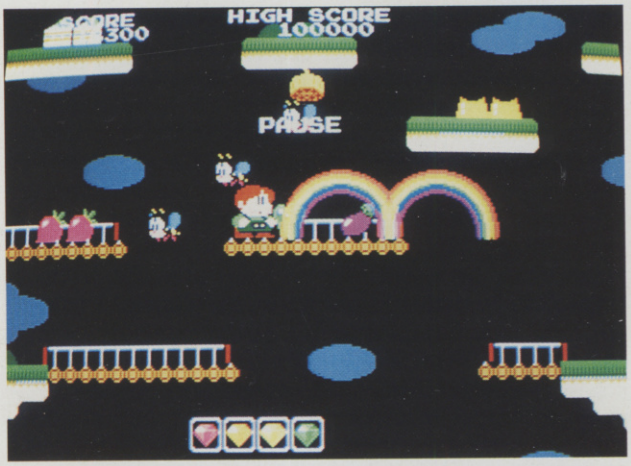
TELEGAMES SHOPS AND SUPERSTORES AT –
HAYMARKET CENTRE LEICESTER
KILBY BRIDGE (A50) WIGSTON, LEICESTER
TELEGAMES RIVERGATE CENTRE PETERBOROUGH

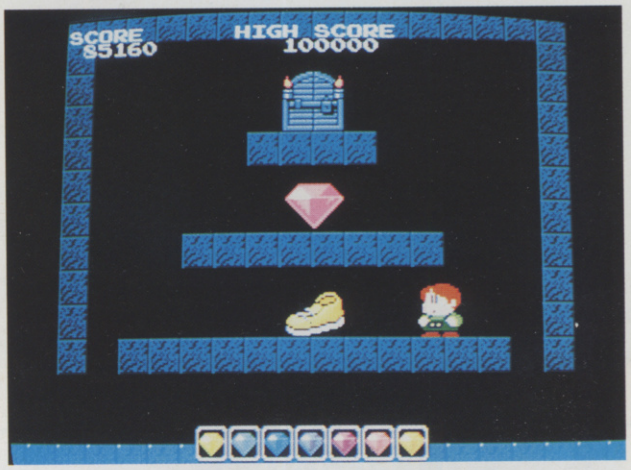
RAINBOW ISLANDS

Taito's two player coin-op becomes a one player Mega-drive game, but that's the only feature lost in the translation. In fact, both versions of the arcade game have been crammed onto this cartridge!

In both versions the cute hero, Bub, has to rescue the Rainbow Islands from the organised evil of Shadow. The Boss of Shadow has turfed out the islands' inhabitants and is moving in his cute but deadly peons. Bub has to release the islands by leaping his way up screen-fulls of platforms, knocking out the enemies by casting magic rainbows at them. But the islands are slowly sinking, and if Bub doesn't hurry he'll drown!

All the bonuses and power-ups of the originals are included in this game, which plays superbly. The action is fast and furious, and the music and graphics are great. The only minor disappointment is the way the sprites sometimes start to flicker when the action hots up, but that's no reason not to seek out and enjoy this excellent game.





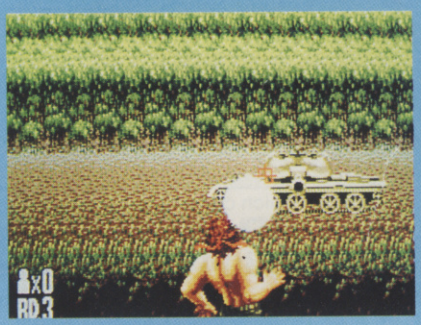
GRAPHICS	84%
SOUND	82%
PLAYABILITY	89%
LASTABILITY	88%
OVERALL	87%

RAMBO 3

The man with the headband is back. And this time he's brought his bazooka! In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way.

It's action all the way as Rambo fights through the forests, enters a prison camp and then finally heads deep into the enemy stronghold to cause irreparable damage to the installation. Between screens there's also a 3D Operation Wolf-style shoot-out where Rambo takes on a large piece of military hardware - including a tank and helicopter - single handedly and attempts to take it out with his nuclear-tipped mega-arrows of doom.

With great graphics and thumping good sound, Rambo certainly backs a punch. It's not a difficult game to finish, but it's great fun, and keeps you coming back for more even when you've defeated the enemy!

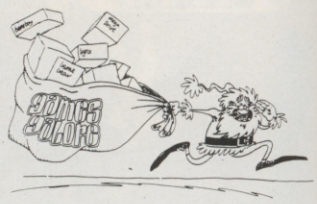


GRAPHICS	81%
SOUND	88%
PLAYABILITY	86%
LASTABILITY	79%
OVERALL	80%

Oi sort ya life out.....

BUY A MEGADRIVE.....

UK MEGADRIVE INC ALTERED BEAST	£116.99
JAPANESE MEGADRIVE INC CONTROL PAD	£99.99
MAINS ADAPTOR FOR JAPANESE MACHINE	£12.99
JAPANESE CONVERTOR	£8.99
POWER BASE 8 BIT CONVERTOR	£27.99



- ☐ HELLFIRE 22.99
- ☐ FLICKY.....22.99
- ☐ ONSLAUGHT.....23.99
- ☐ FIRE SHARK.....23.99
- ☐ STREETS OF RAGE.....31.99
- ☐ SONIC HEDGEHOG 31.99
- ☐ DECAPATTACK 31.99
- ☐ DYNAMITE DUKE.....31.99
- ☐ STARFLIGHT 39.99
- ☐ GHOULS AND GHOSTS 39.99
- ☐ JAMES BUSTER DOUGLAS.....31.99
- ☐ STRIDER 27.99
- ☐ GOLDEN AXE.....27.99
- ☐ PGA TOUR GOLF.....33.99
- ☐ JOHN MADDENS.....33.99
- ☐ SPIDERMAN 33.99
- ☐ SUPER MONACO 30.99
- ☐ ROAD RASH 32.99
- ☐ ICE HOCKEY 33.99
- ☐ OUTRUN 31.99
- ☐ JEWEL MASTER 31.99
- ☐ MERCS.....31.99
- ☐ DARK CASTLE.....31.99
- ☐ BONAZA BROS 31.99
- ☐ MAGICAL HAT 27.99
- ☐ MICKEY MOUSE.....25.99
- ☐ WRESTLE WARS 30.99
- ☐ REVENGE OF SHINOBI 31.99
- ☐ BACK TO THE FUTURE.....33.99
- ☐ FANTASIA 33.99
- ☐ PITFIGHTER 33.99
- ☐ KINGS BOUNTY 30.99
- ☐ MIGHT AND MAGIC 43.99
- ☐ POPULOUS.....33.99
- ☐ THUNDERFORCE III.....32.99
- ☐ BATMAN 33.99
- ☐ RENT A HERO 34.99
- ☐ BEAST HORROR.....34.99
- ☐ GALAXY FORCE 34.99
- ☐ TOE JAM AND EARL 34.99
- ☐ THE IMMORTAL 34.99
- ☐ QUACKSHOT.....34.99
- ☐ JAMES POND 29.99
- ☐ LAKERS V CELTICS.....33.99
- ☐ AZY GOLF.....23.99
- ☐ BATTLE SQUADRON 23.99
- ☐ WHIP RUSH 23.99
- ☐ KLAX 26.99
- ☐ GAIN GROUND 27.99
- ☐ KILLING GAME SHOW.....36.99
- ☐ GOLDEN AXE 2 .....31.99
- ☐ PHANTASY STAR 3.....43.99
- ☐ SHINING IF THE DARKNESS 43.99
- ☐ BUCK ROGERS.....34.99
- ☐ 688 ATTACK SUB 34.99
- ☐ MARBLE MADNESS.....34.99
- ☐ CALIFORNIA GAMES.....34.99
- ☐ SHADOW OF THE BEAST 39.99
- ☐ SPEEDBALL 2 .....34.99
- ☐ IMMORTAL.....34.99
- ☐ IMMORTAL.....34.99
- ☐ TOKI 30.99
- ☐ ROBOCOD 33.99
- ☐ ABRAHAMS BATTLE TANK 31.99
- ☐ KINGS OF POWER.....33.99
- ☐ STREET OF SMART.....33.99
- ☐ SAINT SWORD 31.99
- ☐ ARNOLD PALMER GOLF.....30.99
- ☐ AIRWOLF 23.99
- ☐ JOE MONTANA.....31.99
- ☐ TURRICAN 33.99

and if there aint nothing on this page that you want then you need sorting out...well fast....SO GO TO TOP OF PAGE AND READ AGAIN...

(FREE GIFT WITH EVERY PURCHASE)
VISIT OUR SHOP THESE PRICES ARE MAIL ORDER ONLY

GAMES GALORE
217 LONDON ROAD APSLEY
HEMEL HEMPSTEAD
HERTS HP3 9SE
VISA ☎ 0442 212313 (4 LINES)

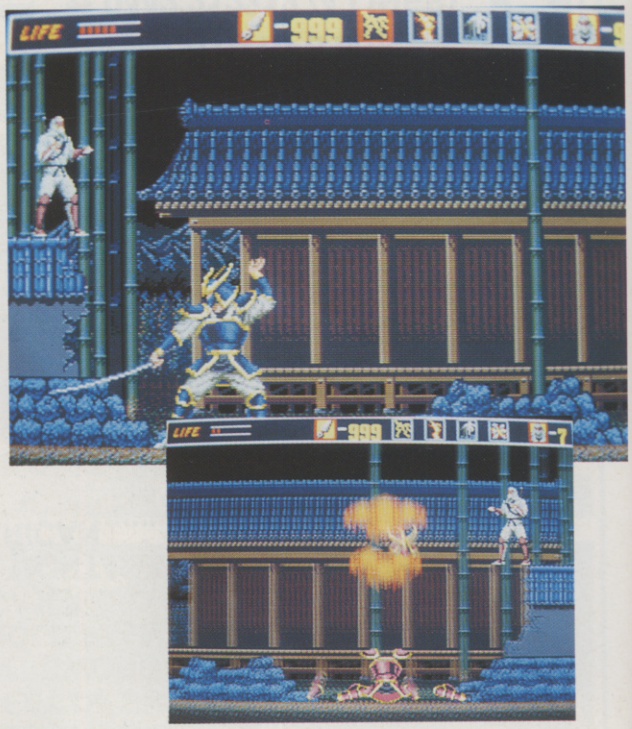
REVENGE OF SHINOBI

This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide Ninja hero, Shinobi, on a solo infiltration mission deep into enemy territory.

Shinobi's armed with a couple of Piks, a bagful of shuriken and some Ninja magic - not much against an enemy army tooled up with the likes of flame throwers, machines guns and martial arts specialists. There are also nasty end-of-level baddies to keep Shinobi on his toes.

With stunning graphics and amazing music, Super Shinobi is a joy to play. The gameplay is beautifully balanced so you seem to get just a little bit further with every game. The game itself is huge, spread over 20 different and very long sub-levels, making this challenging even to the most skillful of players. If you're a platform game fan, this is an essential purchase.

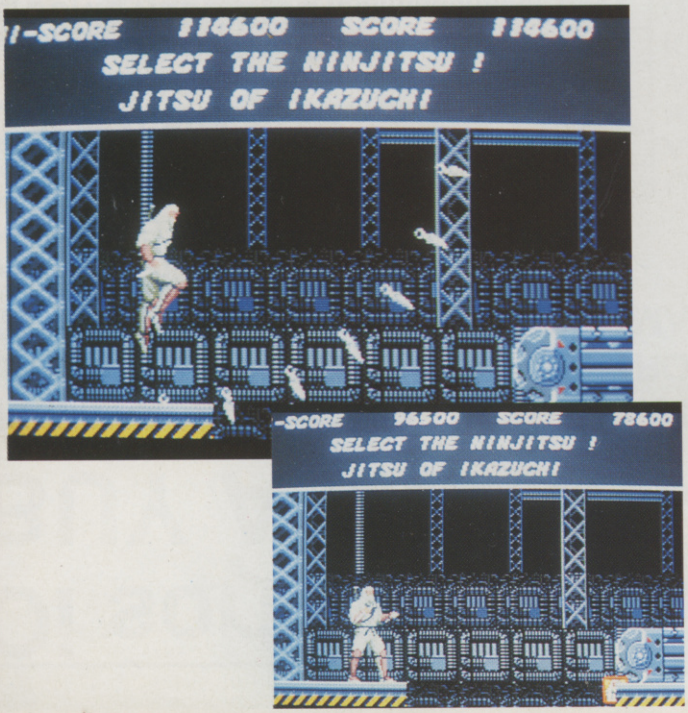
GRAPHICS	92%
SOUND	93%
PLAYABILITY	95%
LASTABILITY	91%
OVERALL	94%



GENERAL TIPS

On the factory scene, somersault off the first platform and spray your shurikens. This reveals an extra life icon. Collect it and you won't get one, but two (count 'em) extra lives. Die. and repeat the process to keep racking up loads and loads of extra lives, which should enable you to get all the way through the game!

For unlimited shurikens, go to the option screen and put the number of shurikens to zero. Keep on pressing the start button very fast for a while and an infinity symbol appears to replace the zero. When you start the game you'll have infinite shurikens. And that makes life a little bit easier...

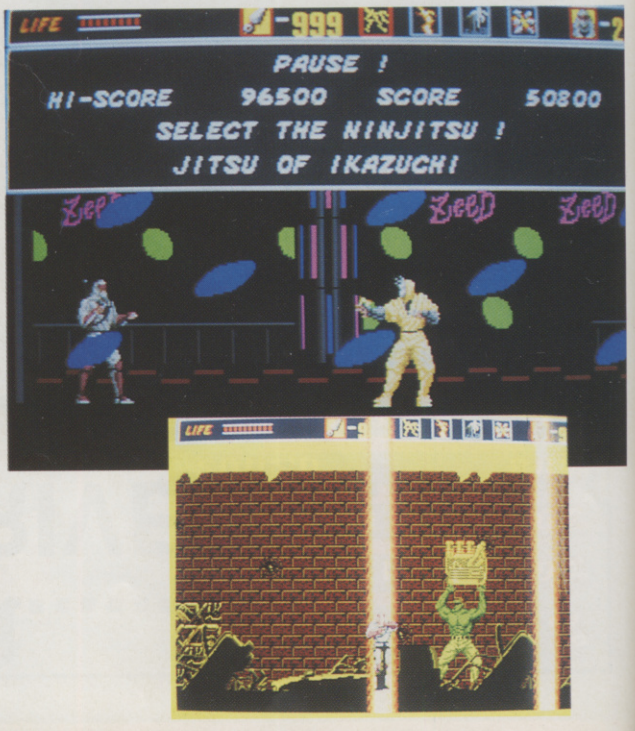


LEVEL ONE: SAMURAI

Somersault onto the platform at the far left hand side of the screen, select Ninjitsu of Kariu and use it, then just keep somersaulting and shooting when he is slashing downwards until he explodes. Alternatively (and this is trickier), select Kariu, then walk into him, constantly slashing. He walks backwards and eventually explodes.

LEVEL TWO: DISCO NINJA

This guy somersaults all over the screen and throws one shuriken. Crouch, and when he lands, kick or slash him. Keep on doing this until he turns brown. Select Ninjitsu of Kariu and use it. If he's still alive, use the crouching technique again - watch out because he throws four shurikens now - and throw shurikens whenever you can.

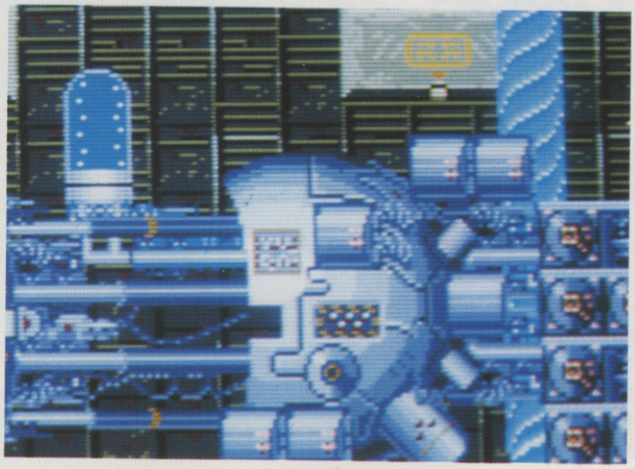


LEVEL THREE: THE MACHINE

Walk to the right of the screen and somersault through the second laser onto the back of the machine. Select Kariu when the brain in a jar is visible and use it. Wait until the laser gets on top of you and then jump up and left to get up the step. Then wait until the laser gets on top of you again and then walk down. Keep doing this until the brain re-appears, then crouch and shoot it. Jump back onto the step and repeat the above procedure. It takes about 11 shots to destroy it, so be patient and keep at it.

LEVEL FOUR: THE ROBOT

It looks human, but throws cars and engines at you. To destroy it make sure that you have at least three men because you need to use Mijin Ninjitsu. Select this magic twice, then select Ninjitsu Kariu and use it. If the robot is still alive (very doubtful), somersault and shoot it - it should only take a couple of shots to make it explode.



LEVEL FIVE: THE MISSILE

The missile has three weak sports which all must be destroyed. These are situated in the middle, to the left and to the right of the truck and can either be shot or kicked. There is a blue drip from a crack in the missile which flows from the right of the screen to the left - watch out for it and jump over it. It's best to destroy the middle weak spot first because it stops the flame thrower from firing at you.

LEVEL SIX: SPIDERMAN/BATMAN

The superhero starts out as Spiderman, then after being hit a few times turns into Batman. First select Ninjitsu of Kariu and use it. He should then turn into Batman and fly slowly around the screen. Jump and shoot at him and he'll gradually change colour and after a number of shots will explode.

LEVEL SEVEN: GODZILLA

Don't bother trying to shoot him. Select Minjin magic and use it three times. If he's not dead after the third time, select Ninjitsu Kariu and use it.

LEVEL EIGHT: THE MASTER

Magic has no effect on this guy, so use your shield. In the background you'll notice your girlfriend being crushed to death by a wall. The only way to stop the wall is to keep shooting into the hole either to the left or right of the screen every few seconds.

The best way to destroy the Master is to crouch down and walk towards him. Keep a little space between you and the Master while he's swinging his wig so it doesn't hit you. Every few seconds he tries to whip you - stay in the crouch position and shoot him once, then jump away immediately as he throws his wig at you. If you keep on shooting through the holes and use the crouch method, you should be able to defeat him fairly easily. Now sit back and watch the end sequence...

HIDDEN ITEMS

There are plenty of hidden items in the game - here's the list.

LEVEL 1-2

Just as you're falling into the underground tunnel, fire and you'll reveal 50 knives.

LEVEL 1-2

When you come out of the underground tunnel, walk right until you come to two moving platforms. If you jump in between them and fire to the right you'll reveal and extra life.

LEVEL 3-1

At the end of this level stand on the last pillar and fire to the right to reveal an extra magic.

LEVEL 3-2

Stand on the second lift and on your way down fire at the bottom crate to reveal an extra life.

LEVEL 3-2

On the very last lift stay at the bottom. To your right is a door - shoot just above it and you'll reveal an energy block.

LEVEL 4-1

At the very start do a spin jump and spray your knives to reveal an extra magic.

LEVEL 4-2

At the very start do a spin jump and spray your knives to reveal an extra life.

LEVEL 5-1

At the start, turn to your left and jump as high as you can and fire to reveal an extra magic.

LEVEL 5-2

At the end just before the exit sign there's a little platform. Jump onto it and use Ninjitsu of Kariu to reveal an extra life.

LEVEL 6-2

At the end of the train, go underneath the exit sign, turn left, crouch down and fire to get an extra magic.

ROAD RASH

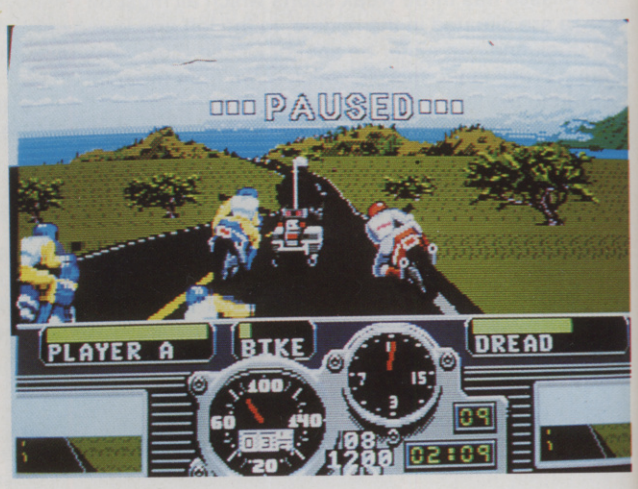
A departure from the norm, Road Rash is a cross between a 3D motorbike racer (a bit like Super Hang-On) and a beat 'em up. The aim of the game is to win five illegal road races across America using your driving skills and your fists.

There are 19 other named bikers on the road, all of whom have a sort of personality which affects whether or not they'll try to run you off the road. It's best not to indiscriminately lash out at everyone, as there are some nice riders who make good allies (they give you tips before the start of the race), and powerful enemies. This being an illegal road race, you also have to watch out for cars coming in the opposite direction. If your bike isn't smashed up by the collision the rider may well be, and when he falls off he has to leg it up the road to the bruised machine.

If you do actually make it over the finish line in one of the first three positions you win a cash prize which you can put towards a new bike. There are eight increasingly speedy bikes available but of course the faster ones cost more cash. Once all five races are won, you progress to a higher class, with much tougher competition, but the same courses.

Although Road Rash's graphics aren't quite as arcade-like as Super Hang-On's, they're big and colourful, and the road routine is quite smooth and gives you a good feeling of speed. The gameplay is what makes this such a winner, though. The combination of a high speed ride across hill and dale and a bloody smack 'em up is enough to keep anyone (except anti-violence-in-computer-racing-games campaigners) glued to their joypad for ages. A must.

GRAPHICS	81%
SOUND	86%
PLAYABILITY	94%
LASTABILITY	92%
OVERALL	**94%**

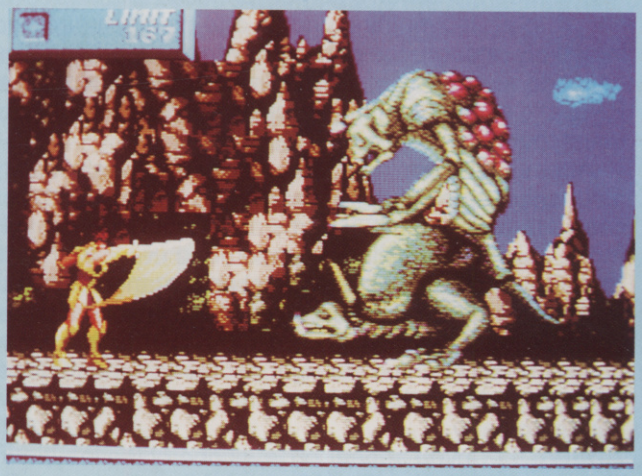


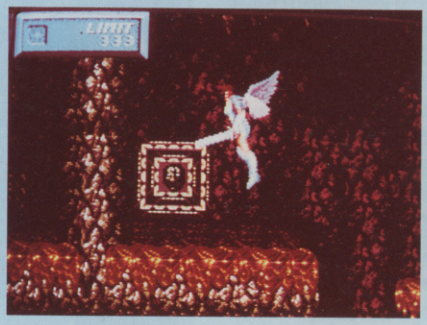
SAINT SWORD

After being banished to the underworld once, Gorgan the wizard is back and only one man can get rid of him this time. Macress is that man, and he has been despatched to Gorgan's domain where he must traverse seven labyrinths of caves, dungeons and temples with only his armour and his mystical sword to protect him from Gorgan's mutated servants.

As well as all this swordplay, there's a smidge of sorcery. Sliced beasts sometimes drop magic tokens which turn Macress into a half-man, half-horse (or fish or bird), which comes in handy on certain levels.

These bizarre magic powers makes Saint Sword a little unusual, but the basic gameplay holds few surprises for anyone who's ever played a Rastan-type game. It's fairly challenging and playable but it could have done with better music and graphics to make it a bit more impressive. Not an essential purchase.





GRAPHICS	72%
SOUND	61%
PLAYABILITY	75%
LASTABILITY	71%
OVERALL	72%

SHADOW DANCER

After defeating the evil Neo Zeed forces in Revenge of Shinobi, ace Ninja Joe Musashi was about to hang up his sword for good when his mate, Kato, was executed in New York by the Lizard Union! Driven by a lust for revenge, Joe is out to smash the Lizard Union and this time, as well as bringing his sword and a bag of shurikens, Joe is accompanied by his faithful white hound which hates Lizard cronies just as much he does.

The adventure is set over five levels and begins in New York's JFK airport which the Union are planning to blow up! Joe has to leap from platform to platform, tracking down bombs and eliminating any Union members who stand in his way. He can actually attack two foes at once by sending his Ninja dog to rip out their throats while he settles a few arguments with the blade of his katana.

While this is a playable conversion of the Sega coin-op, it isn't quite as good a game as Revenge of Shinobi. It doesn't have the atmospheric graphics nor the variety of gameplay, and the addition of the dog just seems silly and pointless. It's not a complete waste of money, but only worth considering if you're a complete Ninja nut.

GRAPHICS	72%
SOUND	61%
PLAYABILITY	76%
LASTABILITY	70%
OVERALL	70%

SHINING IN THE DARKNESS

Unusual as it may sound, a slavering demon has kidnapped the nation's comely princess and has carted her off to his labyrinthine underworld-type domain! And, incredibly enough, the only man with the courage or inclination to rescue her is YOU! What a tired old plot for an RPG. It's a good job the gameplay is much better than usual to make up for it.

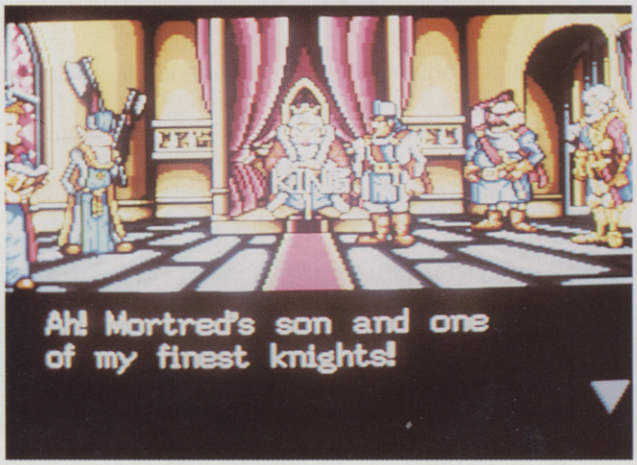
After the kidnapping scene, you find yourself in an olde fashionede shopping centre with a pocket full o' cash. Here, you can buy herbs and magic potions, armour, shields, and Gilius Thunderhead (the dwarf warrior from Golden Axe) makes a guest appearance selling weapons. You can also drop into the local shrine to save your game or the tavern to listen in on some interesting gossip. If you can find the right people at the right time you can get up to three other characters to join your adventuring party.

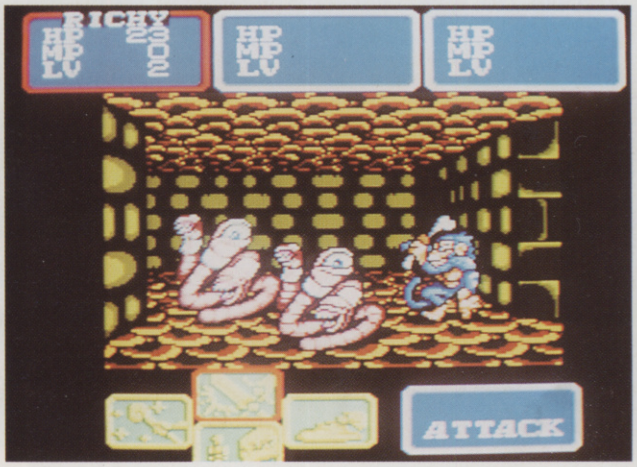
From there you appear on level one of the labyrinth. You get a small, scrolling 3D view of the maze as you tiptoe forward, and naturally the place is crawling with monsters which get tougher the further you progress.

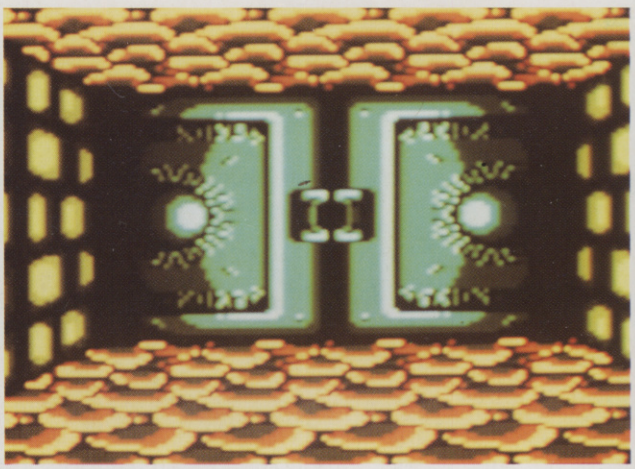
Combat is icon-driven, but not complicated - just make sure you've got a sword ready, then select the FIGHT icon followed by the monster you want to kill. The computer works out how many damage points you've incurred depending on your weapon and current experience level. Although number-type combat can be a bit dull, in this game it's not as drawn-out as in, say, Might and Magic, so it's still exciting.

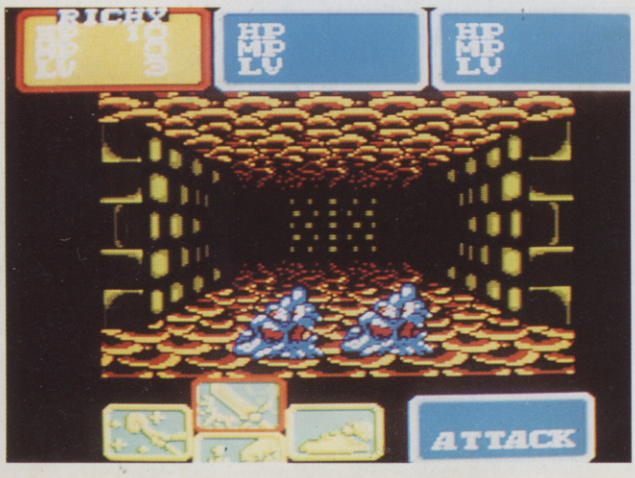
The control system is as versatile as you could want, and the various command windows are tidy and easy to read, so the game isn't uncomfortable to play. Graphically, it's very swish, though it's a shame the labyrinth graphics weren't a little larger so that they could provide a you-could-almost-be-there effect. Having said that, though, Shining in the Darkness has a good atmosphere of danger, which is one of the essentials in a game like this. With hours of gameplay guaranteed this is recommended to all but the most anti-RPG Megadrive owners.

GRAPHICS	85%
SOUND	83%
PLAYABILITY	90%
LASTABILITY	91%
OVERALL	**90%**

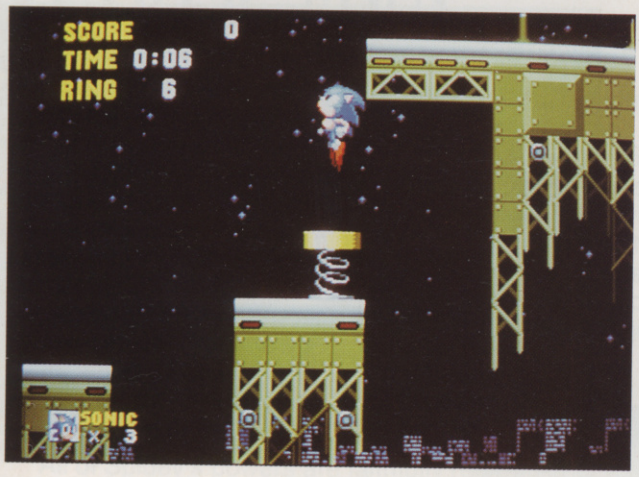


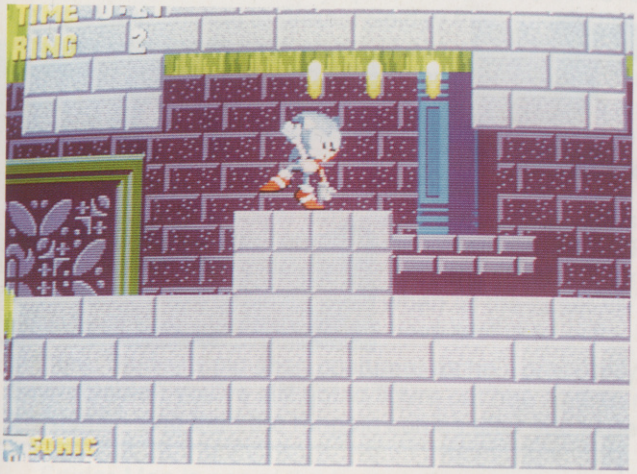






SONIC THE HEDGHOG



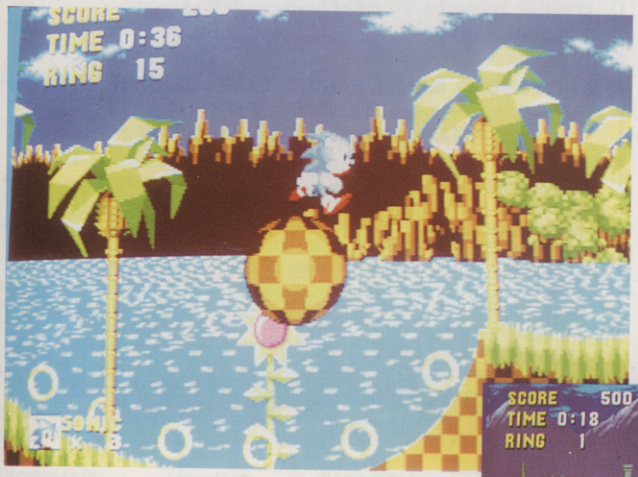


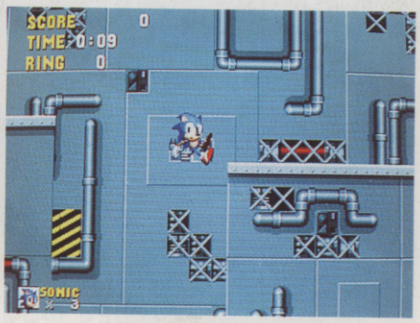
This is the first outing for the character who is Sega's answer to Nintendo's Mario. Sonic the Hedgehog has to rescue his homeland from the evil machinations of Dr Robotnik who has captured Sonic's cuddly mates, brain-washed them and put them in armoured suits so that they can help him take over the world! Sonic is quite an athletic hedgehog and he has to leg it across miles of platform-type scenery, using his spikey-spin-jump to knock the cuddlies out of their suits and change them back into their old selves.

Along the way, Sonic can collect such extras as turbo-charged trainers to make him go even faster and magic sparkles of indestructibility. Something else he needs to collect are the magic rings which are hidden hither and thither. These provide bonus points but if he runs into trouble while carrying them his life is spared but he drops the rings!

The game is split into six different areas ranging from the Green Hill Zone to the spectacular underwater Laby-rinth Zone, all of which are split into separated into "acts". If Sonic can reach the end of an act with 100 rings he pro-gresses to an astonishing bonus level in which he must get through a rotating maze grabbing extra points and a mystical chaos emerald. Robotnik makes an appearance at the end of each zone, where he waits in his flying egg-ship with a huge and nasty weapon primed to knock the spikes off our prickly hero.

Truly this is the best-looking Megadrive game avail-able. The action is incredibly fast and the graphics are not only beautifully designed, they're unbelievably fast and smooth. The standard of the gameplay doesn't quite match up to that of the graphics, because there's not that much depth to it and it's frustrating to get all the way to the end of the act and lose your hundreds of rings by run-ning into the very last baddie. However, it really is worth getting just to experience what a Megadrive is capable of.





GRAPHICS	96%
SOUND	85%
PLAYABILITY	93%
LASTABILITY	82%
OVERALL	92%

SPACE HARRIER 2

Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. The basic gameplay is exactly the same as the highly successful Sega coin-op of several years ago, but there are new aliens to blast into oblivion.

The 3D is very fast and smooth, and indeed the whole game looks amazing. However, the gameplay gets pretty dull after a while due to the lack of variety. You just keep on flying and shooting. The aliens and backdrops might change from level to level, but the basic action is the same level after level, game after game.

If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else the novelty wears off very quickly.

GRAPHICS	82%
SOUND	75%
PLAYABILITY	62%
LASTABILITY	65%
OVERALL	69%

ULTIMATE ENTERTAINMENT

FORMERLY

ULTIMATE CARTRIDGE RENTAL

2 PENTA COURT, STATION ROAD, BOREHAMWOOD, HERTFORDSHIRE, WD6 1SL, FAX: 081 905 1293

SORRY NO CALLERS MAIL ORDER ONLY.

ENQUIRES AND ORDERS BY TELEPHONE 5pm TO 9pm

*** 081 - 441 - 3639 ***

SEGA MEGADRIVE LOGO	PRICES FROM **NEW 13.99 USED 11.99**
SUPER FAMICOM	PRICES FROM **NEW 31.99 USED 18.99**
GAMEGEAR	PRICES FROM **NEW 17.99 USED 13.99**
GAMEBOY	PRICES FROM **NEW 19.99 USED 11.99**

£99.99 MEGADRIVE JAP (PAL)

£69.99 GAMEBOY UK

£99.99 GAMEGEAR UK

£199.99 SUPER FAMICOM (SCART)

WE SELL AND BUY SECOND HAND GAMES, WE ALSO HAVE A PART EXCHANGE SERVICE.

PLEASE ADD £1 GAMES £1.50 HARDWARE £5 MACHINES

PLEASE MAKE CHEQUES + POSTAL ORDERS PAYABLE TO ULTIMATE ENTERTAINMENT

BARCLAYCARD VISA

OFFICE AND SHOP OPENING HOURS
9AM - 7PM
MONDAY - SUNDAY
CALL **IAN** OR **MIKE**

ORIENTAL CONNECTION

8, PENN ROAD, MANOR PARK, SLOUGH, BERKSHIRE, SL2 1PQ
TEL: (0753) 531759
FAX: (0753) 531759 (AUTO SWITCH)

SEGA MEGADRIVE TV OR SCART - **£130.00**
WITH ONE FREE GAME OF YOUR CHOICE
SEGA GAMEGEAR WITH ONE GAME **£119.00**
NINTENDO SUPER FAMICOM WITH TWO GAMES (1 OF YOUR CHOICE)
ALL FAMICOM ARE NOW EQUIPED WITH STEREO HEADPHONE SOCKET
- TV VERSION **£299**
- SCART VERSION **£270**

NINTENDO SUPER NES
WITH SUPER MARIO WORLD ..... - SCART **£ P.O.A**

NINTENDO GAMEBOY DELUXE
WITH FREE GAME ..... -- **£69.99**
AC ADAPTOR / RECHARGER ..... -- **£24.99**

MEGADRIVE	GAMEGEAR	FAMICOM	GAMEBOY
DEVIL CRUSH	NINJA GAIDEN	GEOMAN	F1 HERO
SPIDERMAN	GOLDEN AXE	SUPER GHOULS + GHOSTS	BOXING
BARE KNUCKLE	GALLAGA 91	SUPER R-TYPE	WORLD CUP SOCCER
BEAST WARRIORS	FROGGER	SUPER MARIO	TNMT 11
ROAD RASH	SHINOBI	UN SQUADRON	POPEYE 11
EA HOCKEY	MICKEY MIOUSE	PRO SOCCER	ULTIMA
SONIC THE HEDGEHOG	CHASE HQ	SUPER TENNIS	ALTERED SPACE

WE STOCK A VERY LARGE SELECTION OF SOFTWARE CALL FOR LATEST RELEASES ANDS PRICES.

FOR MAIL ORDER PLEASE ADD **£7.00** FOR CONSOLES & **£1.00** FOR SOFTWARE ALL DISPATCHED BY FIRST CLASS RECORDED DELIVERY.

OVERSEAS ORDERS WELCOME -- CALL FOR PRICES

PART EXCHANGE SERVICE NOW OFFERED

*** ALL CONSOLES CARRY A ONE YEAR WARRANTY ***

SPIDER-MAN

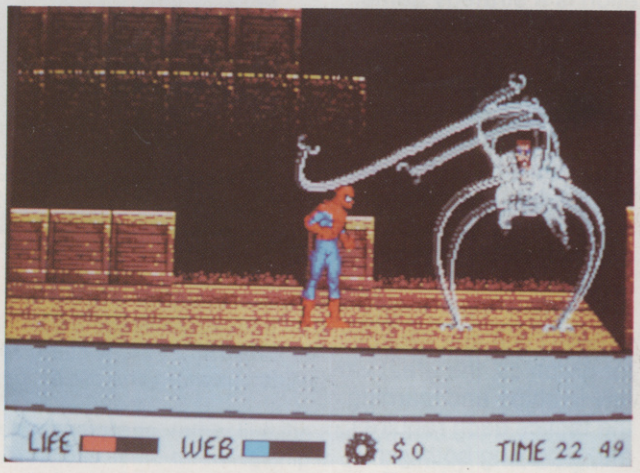
Spider-Man hits the Megadrive in this superb platform game from Sega. The Kingpin of Crime has been pretty busy and has designed a nuclear bomb ready to level New York in just 24 hours. Using the power of the media, he's managed to convice everyone that Spidey's responsible. It's down to Spider-Man to put things right.

Five keys are needed to disarm the bomb - wherever it may be - and the Kingpin has hired the likes of Dr Octopus, The Lizard, Electro, The Sandman and The Hobgoblin to guard each key. Spidey's job is simply to track these villains down in each of their platform domains, beat 'em to pulp, pinch their key and pump them for information.

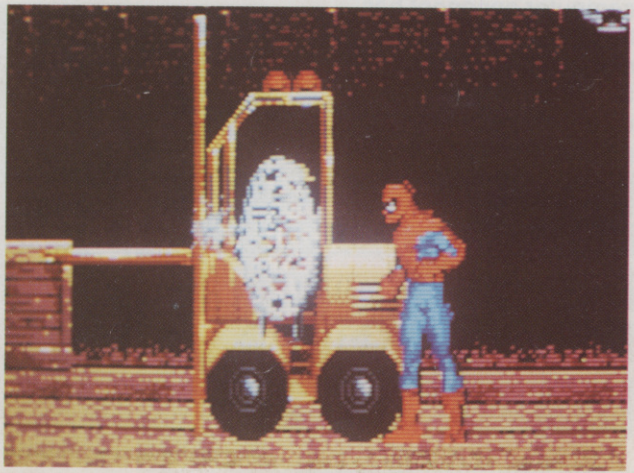
All of Spidey's powers are faithfully recreated. Using a novel control method it's possible to spin webs to swing on, webs to ensnare enemy sprites, and webs can even be spun into shields to protect Spidey from enemy fire. It's also possible to cling spider-like to any surface and manange some pretty amazing super-powered leaps! Spidey's spider sense also warns him of enemy sprites just about to launch an off-screen attack or the arrival of the end-of-level boss.

Spider-Man is a very challenging game. The EASY and PRACTICE difficulty settings do not allow you to see the whole of the game; you have to select at least NORMAL level in order to complete it properly. That will take a long time, mainly because even when all the super villains have been defeated (You'll have problems with Venom, Spidey's old alien costume) as he's practically indestructable!) you've still got to figure out how to disarm the bomb - and then the Kingpin comes after you in person!

Spider-Man is one of the best platform games on the Megadrive, with great sprites, decent backdrops, and really atmospheric music. Put Spidey on your shopping list as soon as possible.



GRAPHICS	87%
SOUND	83%
PLAYABILITY	93%
LASTABILITY	92%
OVERALL	91%



STAR CONTROL

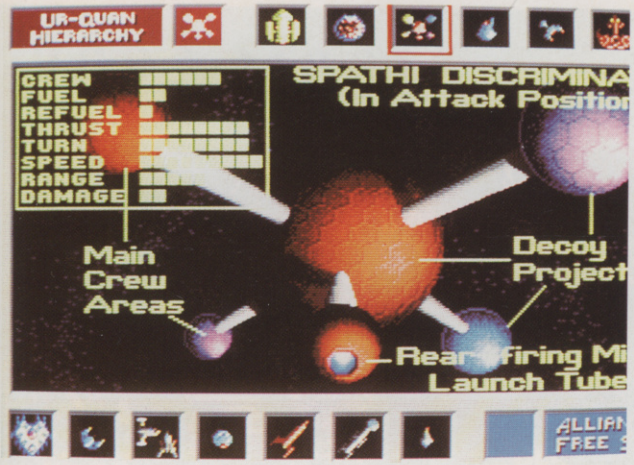
The time: the future. The place: somewhere in the inky vastness of outer space. The situation: two advanced space empires have made contact with each other. The problem: they aren't getting on too well.

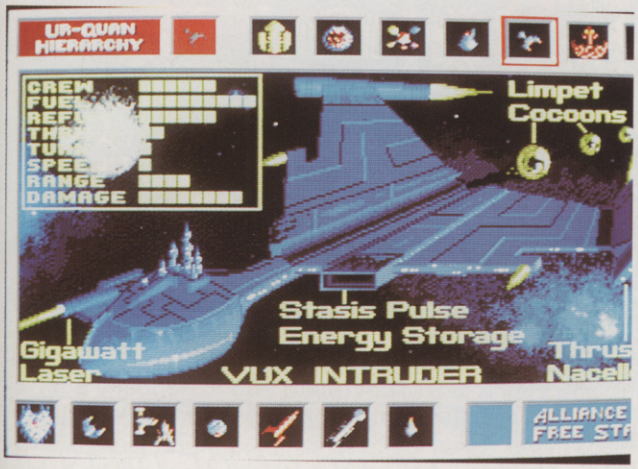
The reason for this is that the Ur-Quan Hierarchy are into expansion and consider it their right to colonise Alliance planets, destroying any Alliance settlements they discover. Total destruction of the Ur-Quan fleet appears to be the Alliance's only hope, so they've massed all their combat craft ready for war.

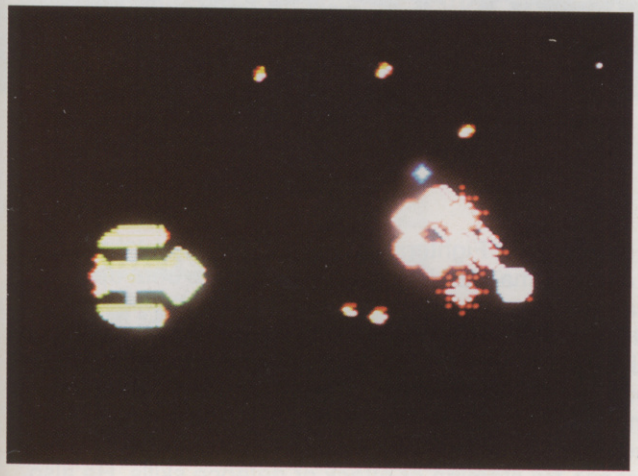
One or two players take control of the two forces in this game. There are two main gameplay options. Melee is a combat-only game which pits the seven different craft of each side in a one-on-one dogfight situation.

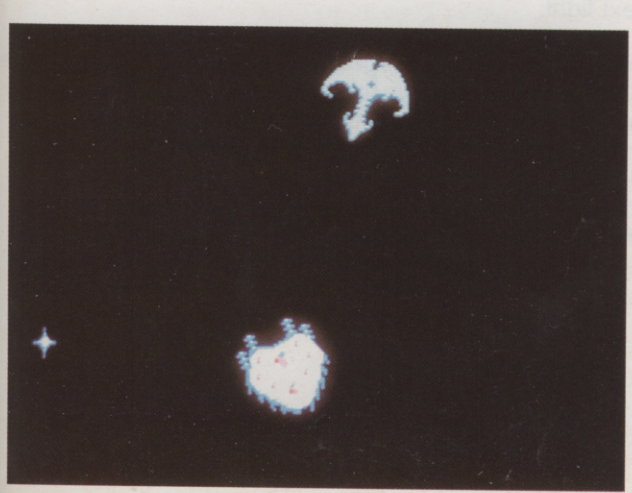
The second play variation is a strategy game. A number of scenarios are available which determine the size and type of each fleet. Each player takes turns in moving their ships around the galaxy and the outcome of any confrontations is determined via Melee-like combat action.

Thought Star Control wouldn't win any awards for graphics, the great variety in ships and learning the tactics each requires make playing both game variations good fun. Even when played solo the computer opponent has three cleverly designed skill levels and on AWESOME setting it fights like a very sharp human player. The major thrills come when you're playing against another person, though because it's one of the most incredibly competitive games in the galaxy. What more can we say, except "buy it"?









HIGH SPEED COLLISIONS

Some ships have remote drones that relentlessly track your ship down. These can be shot, but some are smart insofar as they move out of the way when you point your gun at them. If that's the case, lure them towards planets or meteors and they will surely die. Contact with planets can also be very painful for larger ships, whose ineffectual thrust units make getting out of the way rather difficult (the Earthling Cruiser is the most vulnerable). The best baiting ship must be the Alliance Ariloulaleelay Skiff, whose inertialess drive keeps it unaffected by gravity.

WATCH YOUR FUEL!

Each ship has its own fuel level. All special weapons take their energy from this supply, while some ship's main weapons take their power from it too. In the heat of battle it's quite easy to run out of fuel, giving your opponent either time to get away or produce a fatal attack! So keep an eye on the fuel level, and make sure you've always got enough to save you from being completely defenceless!

A SHIP–SPOTTER'S GUIDE

Star Control is populated with many weird and wonderful craft, each with its own custom special weapon guaranteed to wipe the smile off the opposition's face. Here's some of the more interesting craft found in the game.

ALLIANCE

The Syreen Penetrator can bait opposing crew members from their ship with their bizarre singing. Not only that, they can pick up the crew from outer space and use them to pilot their ship! The Arilou Skiff's auto-guiding laser means you can fire in one direction and fly in the opposite direction! It's very nippy indeed and gravity does not affect it. Shame about the low crew complement though...

The Yehat Terminator, with its shields and rapid-fire weaponry is probably the best close-quarters ship in the game. The shield makes it great for avoiding fire from long-range ships too!

The Glory Device on board the Shofixti suicide craft can be primed at will and detonated at close range. The closer the detonation, the more enemy crew members killed.

THE HIERACHY

The ship with the most destructive force in the entire game: the Ur-Quan Dreadnought! With it's high-power photon torpedoes, massive crew and smart remote ships, it's one mean mutha!

The Vux Intruder is armed with an inflexible laser which makes killing off the opposing player a bit of a problem. However, it releases green spores which stick the opposing craft, depriving them of speed and manoeuvrability!

Looking, and acting, rather like the Klingon Bird of Prey from Star Trek, this flame-throwing ship is quite deadly. With a high top-speed and cloaking device, its only disadvantage is its extremely short-range weapon.

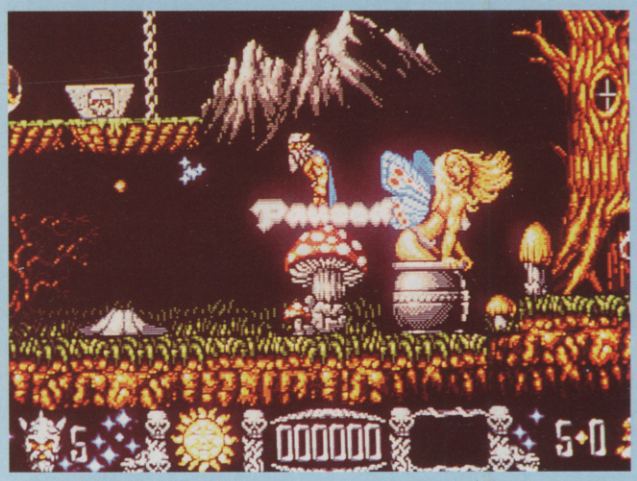
This Mycon Podship can regenerate its crew levels, but it's quite costly on the slowly recovering fuel levels. Its massive plasma missiles that home in on the opposition are deadly to all but the Yehat Terminator (as long as its shields are up).

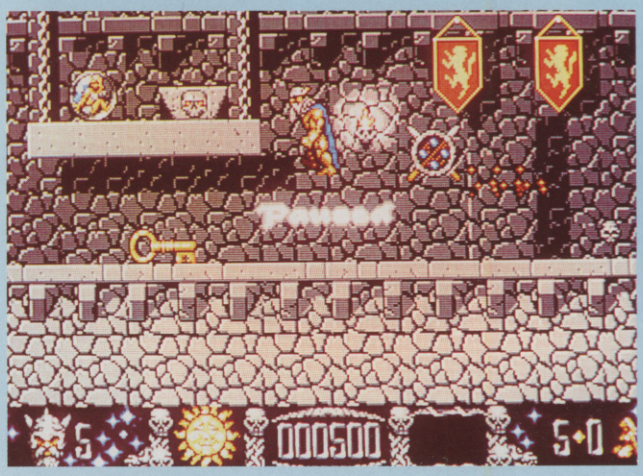
GRAPHICS	70%
SOUND	82%
PLAYABILITY	94%
LASTABILITY	93%
OVERALL	93%

STORM LORD

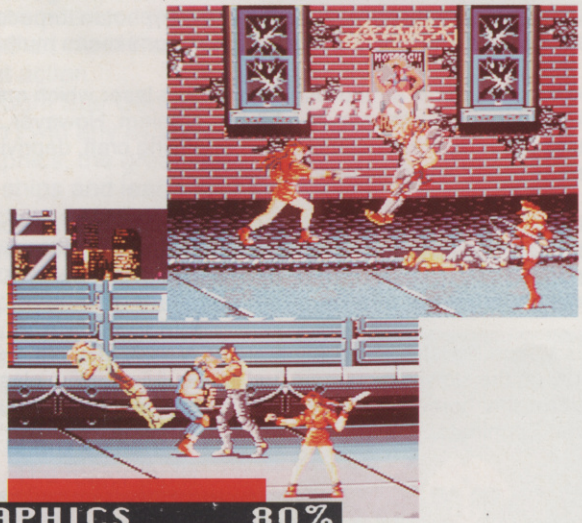
Terror strikes in Fairyland! Several top fairies have been kidnapped and imprisoned around the fairy landscape, and there's only one dwarf-type person hard enough to dare to even consider going to look for them. Stormlord (for it is he) has to get around the hills and dales of the scenery, dodging small monsters or zapping them with his magic fireballs. To release the fairies, he has to use items such as keys, umbrellas and honey pots to get through deadly rainstorms and around swarms of killer bees. And that's just level one!

Stormlord looks superb, but unfortunately it has a number of gameplay flaws. For one thing, the briefest contact with a baddie depletes your energy level in an instant. As well as making things extremely difficult it makes us wonder why the programmers bothered putting an energy system in at all. Also the game can trick you into using the wrong item in the wrong place, which wouldn't be so bad if objects didn't disappear once used. There is no way to correct your mistake and the only solution is to quit and go through the whole thing again. This is terribly frustrating and destroys any enthusiasm you might have for playing on. Incredibly, even the 8 bit computer versions were more playable than this one, and if that's the case then it would seem logical to give Megadrive Stormlord a miss.





GRAPHICS	85%
SOUND	79%
PLAYABILITY	59%
LASTABILITY	55%
OVERALL	57%

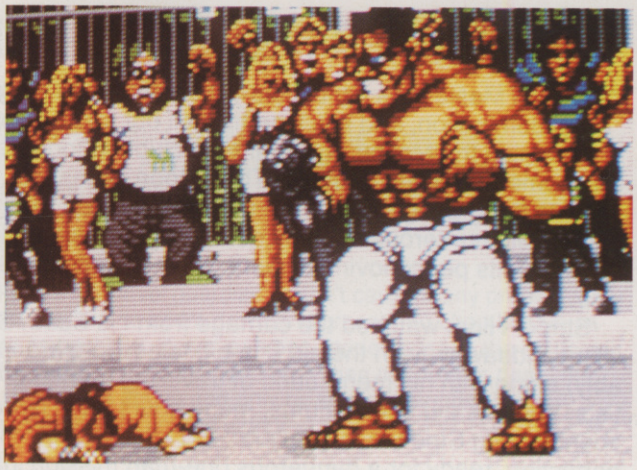


In this Street Fighter style beat 'em up you take control of a pyjama-clad karate kid who has to beat up all the hard men in town just to get people to take him seriously. He's obviously not that "street smart" though, because his karate expertise is limited to four moves, namely a punch, a high kick, a leap and a special super-slapping move. If he can use these to actually beat a bad guy, he's awarded energy points which can be used to increase his stamina or attack or defence skills. He also wins cash which he can use to bet on the outcome of the next fight.

In spite of his comparative lack of moves the odds aren't heavily stacked against our hero, as there aren't really that many big guys to beat and when you've gone through them all once, they reappear in pairs. By that time you'll probably have grown bored of the entire thing though. There's very little variety between levels so if you're after real street fightin' adventures you'd be best off with the far superior Streets of Rage.

GRAPHICS	80%
SOUND	66%
PLAYABILITY	68%
LASTABILITY	58%
OVERALL	60%

STREETS OF RAGE



Yet another super villain with the pseudonym Mr Big has arrived to terrorise the back streets and ghettos of New York with his legions of cloned punks. The police are powerless probably because their three hardest cops have left the force behind forever in order to carry out their law-enforcing antics as punch-first-ask-questions-later vigilantes. Adam Hunter, Axel Stone and Blaze Fielding are the cops in question and they mean business, as long as business means slapping bad guys about.

The player (and his mate in two-player mode) take on the role(s) of the vigilantes in question, traversing the horizontally scrolling backdrops in search of cronies to smack about. Rest assured, all characters have plenty of pain-inducing punches, kicks and throws lined up for any one in Mr Big's employ who is foolish enough to stray into their path. They can also pick up weapons like baseball bats, tear gas canisters and long iron pipes.

Eight levels of beat 'em up action are lined up for our rock hard heroes each introducing new enemies. There are also plenty of bosses to wade through, including razor-glove wearing maniacs, axe-wielding maniacs, and even a big machine gun-wielding maniac - Mr Big himself!

Streets of Rage is the best beat 'em up on the Megadrive. The awesome graphics and animation and some of THE best music on the Megadrive (including what sound like Oriental re-mixes of the likes of Technotronic and even a smidgen of 808 State) make this a very appealing game. The fist action is undoubtedly addictive and quite challenging, and the higher difficulty levels make the game all the more fun (it just plonks more men on the screen to beat up!). Go get Streets of Rage as soon as possible - that's our advice!

GRAPHICS	92%
SOUND	95%
PLAYABILITY	94%
LASTABILITY	98%
OVERALL	91%

STRIDER

The evil Master has concocted yet another plan for global domination, and this time he's all but succeeded in becoming the Master of Earth! He's clubbed together with some evil aliens (from the Third Moon no less) in order to bring a regime of terror to the Earth, and he's started his murderous reign by occupying Eurasia and enslaving all its peace-loving minions into his diabolical service.

Strider Hiryu watched the carnage from his South Sea island hideaway (with the aid of a big telescope, presumably) along with his merry band of travelling martial artists. With the aid of his chums, many hours have been spent honing Strider's martial arts and athletic skills to perfection, ready for a dangerous one-man mission into Eurasia to give the Master a bit of martial arts-related aggravation.

This generally involves the eponymous Strider travelling around the five stages of Eurasia whipping out his massive chopper and carving up any of the Master's slaves who get in his way. Being a bit of gymnast, Strider's capable of all manner of athletic antics including impressive somersaults. He's also a dab hand at hanging on to platforms - essential for when his somersaults don't quite carry him far enough. Strider's also good at sliding, and as he has massive razor blades built into his Nike-Airs he has the ability to literally "cut up" his foes! However, the massive mid and end-level guardians have been given specific orders relating to Strider's immediate termination...

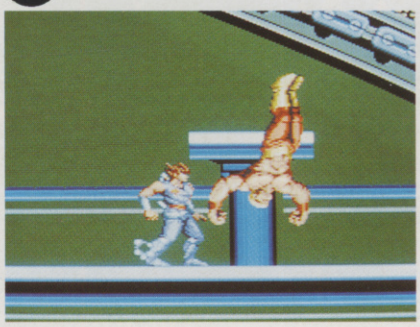
Graphically, Strider is nigh-on identical to the massively popular Capcom coin-op, with all the backdrops and sprites incredibly faithful to the coin-op. The sound too is very impressive with great tunes and effects. Only the coin-op's speech is missing. Gameplay-wise, Strider is tops too, with just about every feature of the arcade machine included. The noticeable difference is the speed. Coin-op Strider is a lot faster and smoother than its Megadrive counterpart.

However, the game has only five levels and you should be able to see two of them on your first attempt at the game. On EASY level, the game is very unchallenging and it shouldn't take many hours of practice before the game is complete. However, the different difficulty levels add different hazards and make the enemy better shots with their zap-guns.

Coin-op Strider fans will no doubt love this to bits, but if you're after a longer-lasting platform game, Revenge of Shinobi is the better purchase.

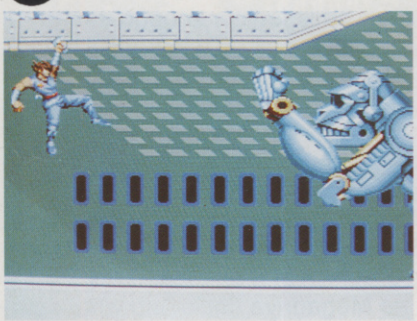
GRAPHICS	94%
SOUND	88%
PLAYABILITY	93%
LASTABILITY	87%
OVERALL	89%

1



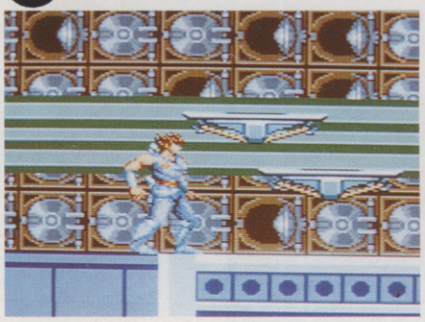
2

4

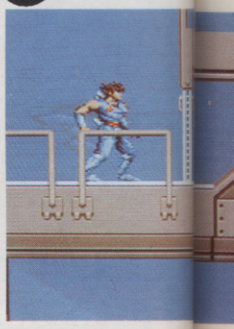


5

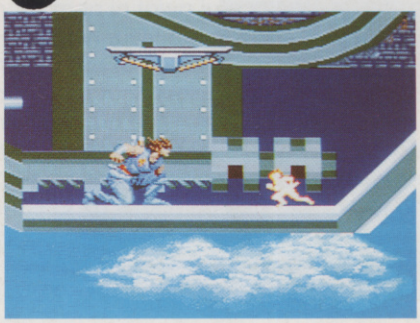
7



8

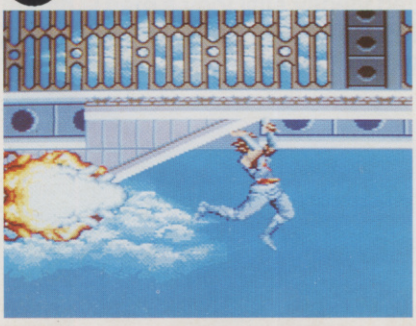


10



11

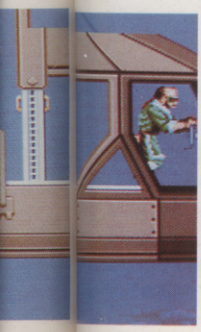
13

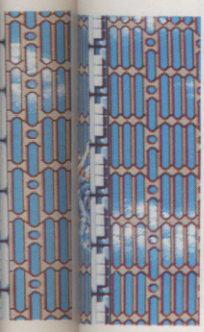


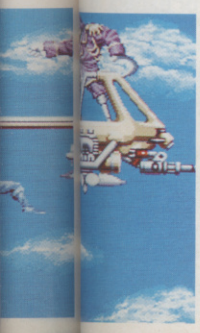
14

STRIDER—CHEAT MODE

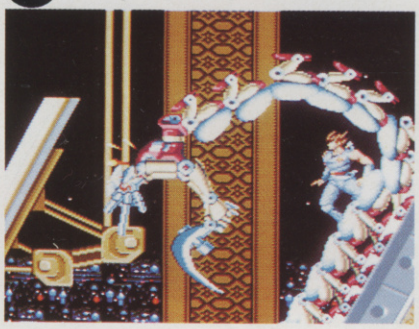
While The Master is laughing at the start of the game, press DOWN, then A, C, B, C, A. You will now be able to start where you died last game, with full energy.





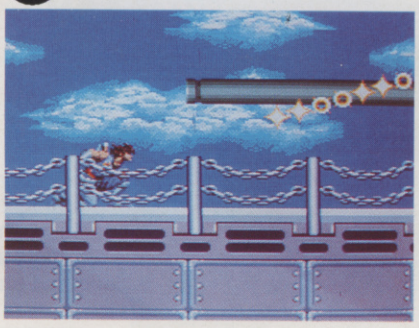


3

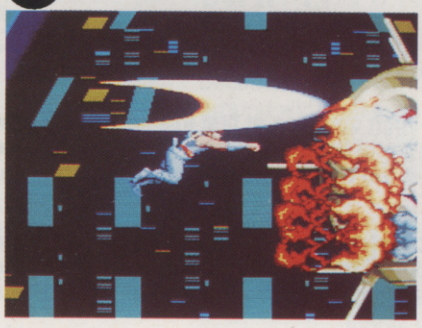


6

9



12



STAGE 1

1. Level one's mid-level guardian doesn't cause many problems. Just wait for him to zoom down and proceed to chop him up as quickly as possible. However, keep Strider close to the platform that the guardian initially stood on. When the boss is dead, fire rains down from above and only by sheltering under the platform is Strider guaranteed safety.

2. This energy turret spurts deadly reflective laser beams. Just keep next to the turret and slash for all your worth.

3. The Kremlin Snake at the end of level one is always an easy foe, no matter which difficulty level you've chosen. Wait until the snake has completely formed and then somersault onto its back. Keep at slashing at the head and victory is certain.

STAGE 2

4. This massive robo-gorilla from beyond the planets has all the destructive potential of a sack of well-rotted manure. Just keep your distance from his metallic talons and keep slashing. No problem! Remember to jump up straight after its demise and keep climbing, otherwise a semi-guided bolt of terror will rob you of some energy.

5. This flying gunslinger is easy to destroy. He follows a simple pattern easy to anticipate. Just don't let him land in front of you, or he'll use his patented zap-o-matic ray on you!

6. Keep running down here. There's a massive jump at the bottom and you'll need all the speed you can muster!

7. Just slash down the door and dispose of the airship's captain in order to save the day and complete the level!

STAGE 3

8. Be sure to duck before you progress here, or that gun will go off in your face! Watch out for the hail of bullets following it, too!

9. Fall down the right hand-side of this chasm. A platform lies in wait if you get it right. If you don't, you fall a thousand feet to your doom!

10. Collect that icon for invincibility. It makes the rest of the level that much easier, especially when you consider the explosives ready to go off on contact with most of the platforms you need to use.

11. Keep jumping between these rapidly closing walls in order to climb them that much faster, but watch out for the robot waiting for you at the top!

12. This orb-like droid generates its own gravity field. Jump into it and you should start to spin around it. Just keep on slashing and victory should be yours. If you lose some energy, remember the icon energy capsule at the bottom of the screen! The only place the gravity field doesn't affect you is on the far left and far right of the play area! Use that information in order to correctly time your rush to the energy!

13. Quickly! To the end of the level, or the rapidly spreading fire will engulf you.

14. A few hits from your massive sabre is enough to see this whip-wielding perv off. Now just pinch his transport and the level is complete!

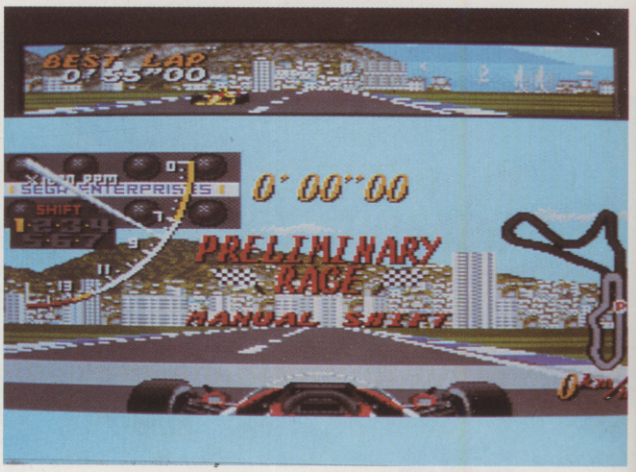
SUPER MONACO GP

If the prospect of zooming around 16 different grand prix tracks in a turbo-charged formula one speedster appeals to you, Super Monaco GP is the Megadrive road racer for you. Adopting an in-car 3D perspective with hyper-speedy 3D update and exciting spot effects, Super Monaco GP weighs in as probably the best race game around.

There are two different game variations on offer. The first is a foot-to-the-floor race around one track, the eponymous Monaco circuit. Here, the object is to keep ahead of the crushing time limit and make it to the next checkpoint in order to gain some extra time. If you run out of time, you're forced to retire. Compulsory retirement is also meted out if your driving is so bad you're left behind by the computer-controlled racers. There's a position limit included in this game that means you can stay pretty low in the rankings during the early stages of the race, but as you pass through checkpoints the position limit tightens meaning you must pass cars in order to stay in. If you complete the race and finish higher than fourth you qualify for the second race. This is much the same as the first except that wet conditions are the order of the day, so expect your car to be that bit harder to control.

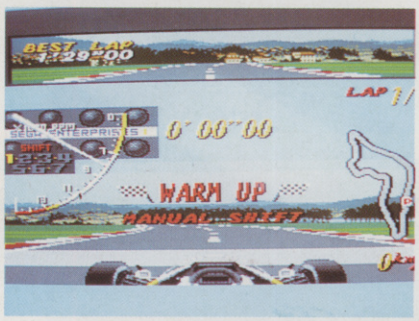
The second play variation is a complete formula one season, incorporating all 16 of the major world tracks. There are no time or position limits - it's just a case of doing as best as you can and gaining championship points. If your performance is exceptional, other teams may spot your talent and invite you to race with their more powerful vehicles.

Although the first game option is good fun, it's the world circuit that keeps you coming back to Super Monaco GP. The prospect of driving the better cars is in itself enough to keep you playing and the different tracks are far harder to master than the straightforward Monaco. Combine this long-lasting gameplay with the most exciting racing thrills 'n' spills available on the Megadrive and you're left with an essential purchase.



THE PRELIMINARY RACE

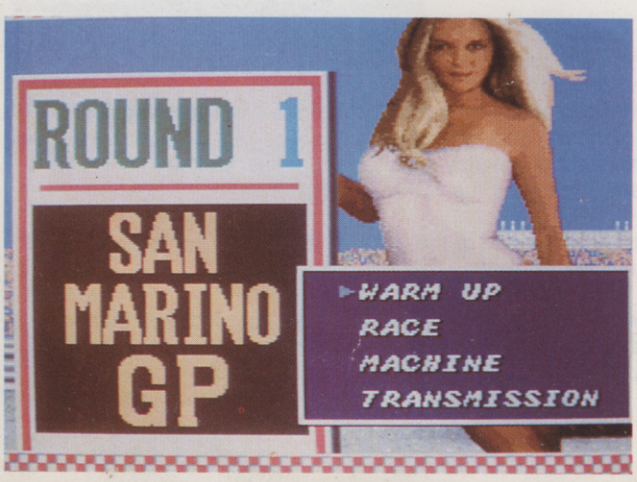
The trick here is to simply stick to the right lane. All corners bar one can be taken at full speed, even with the seven-speed car. Watch out for the top-most corner. Slow down to approximately 60% speed and take it carefully and that pole position should be yours!



CASING OUT THE JOINT

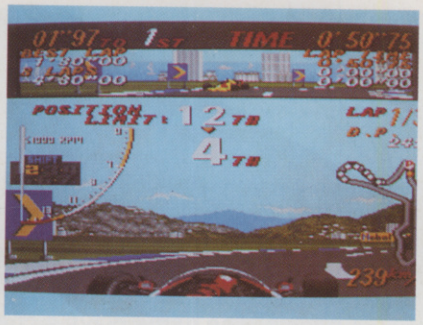
Luckily, before each race you have as many "warm-up" attempts as you like. This is your opportunity to case the joint, deciding which corners should be handled with care and low speeds. Since you have as many attempts as you like, try out a couple of laps with both the seven-speed and four-speed model

GRAPHICS	90%
SOUND	91%
PLAYABILITY	95%
LASTABILITY	94%
OVERALL	93%



THE MONACO TRACK

1. The first corner should pose no problem. Just stick to the right and keep the foot to the floor and you'll sail through.
2. Though daunting at first this corner is a breeze. Just stay in the centre of the road and let the track do its worst! Just centre up after the two curves and you should be fine.
3. A couple of sharp road turnings here that could spell doom to Monaco novices. When the signs appear just move to the opposite side of the road. Again, you should be able to take this at top speed.
4. Again, stay to the right here and you should sail through at top speed. Slow down a bit in wet conditions though or expect to see a big dent in your motor.
5. Don't oversteer the corners inside the tunnel! Hitting the pillars on either side of the road causes your car a lot of speed-reducing and dent-producing aggravation.
6. The worst corner of all! Slow to 50% speed in normal conditions, and 40% in wet or you're guaranteed to hit the many side obstacles here!
7. Another one of those corners too short to actually do much damage!



THE MONACO TRACK

A GEARBOX FOR ALL OCCASIONS

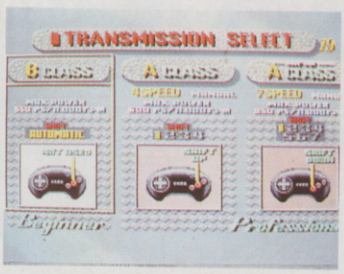
Look up "useless" in the dictionary and it says "The automatic gearbox in Super Monaco GP" - even novices should ignore it. This car offers hopeless acceleration and a pathetic top speed.

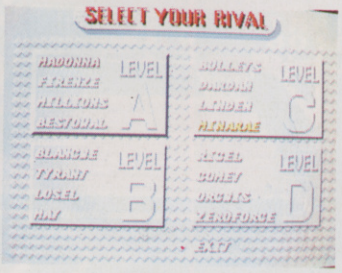
The four-speed model is a step in the right direction, offering ease-of-use with a taste of real power.

The seven-speed is the only choice for the Monaco maniacs. Just watch out for that top-most corner!

CHAMPIONSHIP GEARBOXES

Funnily enough, for some of the 16 tracks in the world championship, you're better off using the four-speed gearbox. This is because when it comes to cornering, having less gears to fuss around with makes the going a lot easier. Save the seven-speed effort for courses like France, whose corners are easy to handle at high speeds.





RIVALS

Choosing a rival in the World Championship is the key to leaving the Minerae team and their under-powered cars behind. Choose a team from the next division up. Beat them twice and you should receive a job offer! The more cunning among you may choose to deliberately ram your rival during the race (he's the differently coloured racer). It slows you up, but it has devastating effects on your enemy!

WHY! YOU LOW-DOWN DIRTY LITTLE..

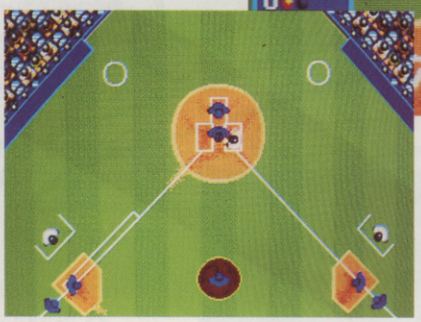
A cunning plan for the more twisted racers among you: keep looking in the mirror! On the straights, computer racers tend to race in single file. Break into the leader of the pack and he should hold up all the others, thus giving you precious extra seconds! Also, if you've just hit an obstacle and you're busy regaining speed, keep an eye on the mirror. Should any computer racers come up from behind, position your car directly in front of them and cut them up. It works wonders on retaining your position, even if wild steering makes acceleration to top speed longer than the usual straight-line approach.

SUPER LEAGUE BASEBALL

We might think of it as glorified rounders, but baseball is huge in both the US and Japan. And this game attempts to simulate all the thrills and spills of the sport.

The graphics and sound are both very good, with nicely animated batters and pitchers, and plenty of atmospheric spot effects. The game plays a challenging version of baseball, with tough computer opponents and a two-player option for head-to-head laughs and chuckles.

Baseball might not be everyone's cup of tea, but if you enjoy supping on this particular brew, check it out.



GRAPHICS	76%
SOUND	74%
PLAYABILITY	75%
LASTABILITY	70%
OVERALL	71%

SUPER REAL BASKETBALL

The first basketball game to appear on the Megadrive, and it's pretty good fun. The computer isn't difficult to beat once you've got used to the comprehensive control method, but the inclusion of the thoroughly enjoyable two-player option means that as long as a second player is around, you can go back to it time and time again.

With excellent graphics - the animation on the players and the close-up screens are particularly good - and plenty of different gameplay options, this is bound to go down well with basketball fans everywhere.

GRAPHICS	79%
SOUND	77%
PLAYABILITY	81%
LASTABILITY	80%
OVERALL	81%

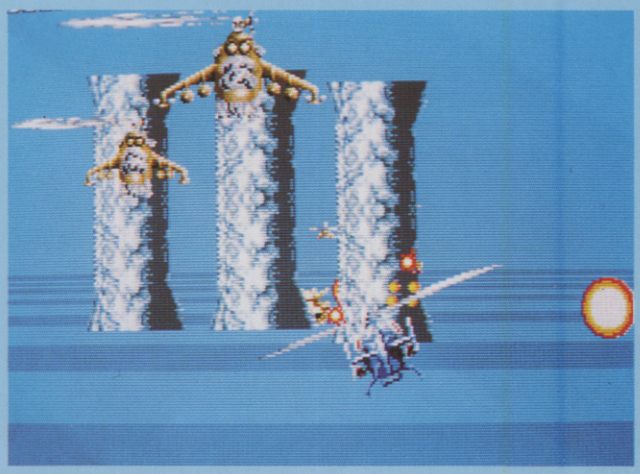
SUPER THUNDER BLADE

Take to the skies in a combat chopper and fly solo against an entire enemy army in this conversion of Sega's not-particularly-successful 3D coin-op.

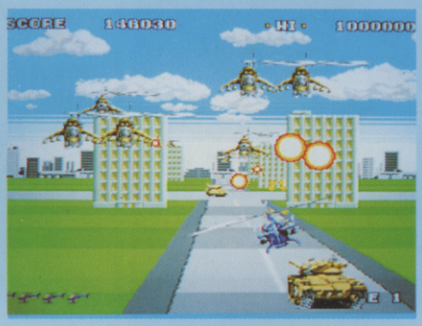
Containing both first-person 3D and horizontally scrolling sections, there are plenty of aerial and ground targets to blow away - but be careful out there, they're out to get you too!

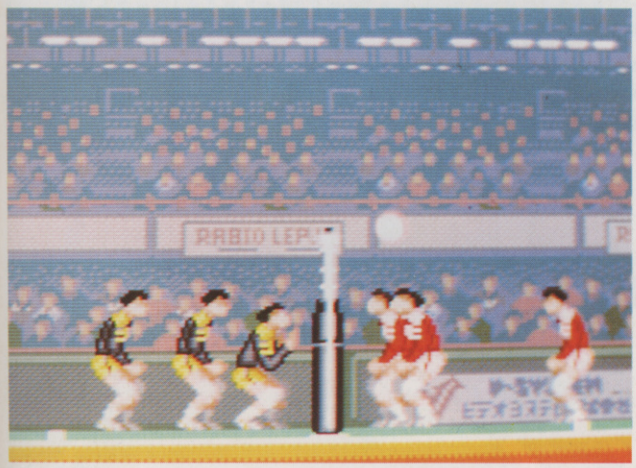
This was one of the first ever Megadrive games, and two years ago it looked pretty good. However, compared with newer offerings, the jerky 3D, naff sound and sluggish control methods makes this game look pretty rough around the edges.

Fans of the original machine will get plenty of kicks out of this, but anyone else will find it all rather hum-drum and uninspiring.



GRAPHICS	78%
SOUND	67%
PLAYABILITY	72%
LASTABILITY	55%
OVERALL	61%





SUPER VOLLEYBALL

Volleyball isn't the most popular of sports over here, and this game isn't about to convert anybody. It presents a side-on view of a volleyball court with a team of six players poised on each side of the net. As in tennis, the idea is to keep a ball going back and forward across the net in the hope that your opponent won't be able to return it. The players can hit the ball with any part of the body above the waist, but they usually use their fists.

Super Volleyball is an accurate translation of the sport, with smart graphics and some excellent animation. The only problem is, it's very difficult to get the hang of controlling your players, and getting them into position and returning the ball is a very fiddly manouevre. If it was a more interesting sport (such as tennis) you'd be more willing to persevere, but this will only hold the attention of real volleyball fans.

GRAPHICS	80%
SOUND	55%
PLAYABILITY	69%
LASTABILITY	50%
OVERALL	61%

SUPER HANG ON

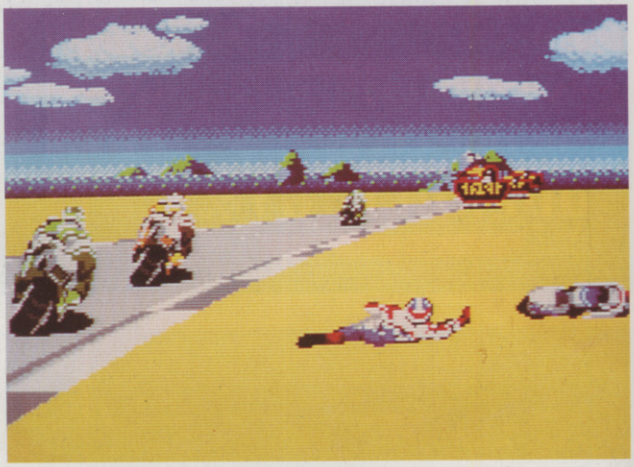
Want something big and throbbing between your legs? Then try out this superb motorcycle racing game. Converted from the Sega coin-op, this is an excellent copy of the machine and has all the features of the original plus some extra bits.

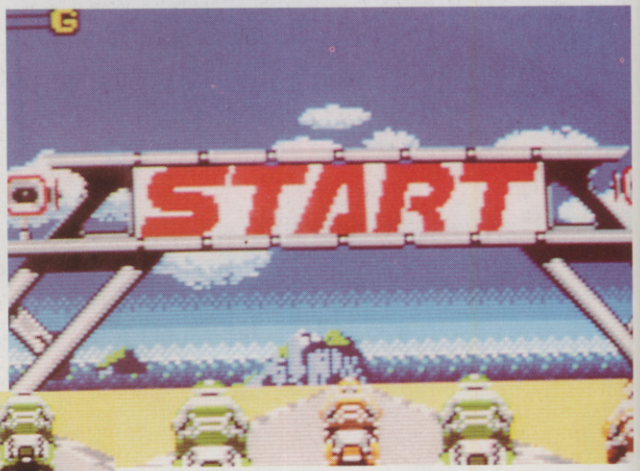
In the arcade mode, you're given the chance to race all the four coin-op tracks - just keep on passing the checkpoints to add extra time to your ever-decreasing limit.

If you want to try something different, try the original mode, where you race against an opponent for cash. Keep earning the money and you get the chance to buy add-ons for your bike, including better chassis, turbos and suspension.

The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without.

GRAPHICS	89%
SOUND	90%
PLAYABILITY	93%
LASTABILITY	84%
OVERALL	89%





SWORD OF SODAN

Evil has befallen the land and a wicked necromancer has usurped the throne and sent out mindless minions to enforce his rule among the populace. Only a few brave souls remain to fight the wizard and one of them (whom you can choose to be male or female) sets forth, sword ready to cleave a few skulls in twain. The game starts outside the enemy citadel, and progresses through the city streets underground to the keep of the wizard's castle. Enemy guards (some of them almost the height of the screen) block the way, as do some deadly obstacles (deadly barrels and spikes which spring out of the floor) and some naughty subwizards.

The screenshots might make this game look impressive, but the truth is it's a disappointment, and doesn't even live up to the standard of the original Amiga game. The sprites are huge and nicely drawn too, but the animation is appalling and the main character seems to mince along as if his/her shoe laces are tied together. The slow speed of the animation means control response is quite slow too, which results in some frustrating deaths. Try something else.

GRAPHICS	70%
SOUND	60%
PLAYABILITY	69%
LASTABILITY	60%
OVERALL	62%

Budget Packages Available on all Machines

American or Japanese Famicon + 2 Joypads + convertor + ghouls n ghosts £260.95

PRO GAMES

THE CONSOLE SPECIALISTS

FAMICOM

FAMICOM SCART	220.00
FAMICOM 2 GAMES	299.95
ACTRAIZERS	39.95
GRADIUS II	44.95
AREA 88	44.95
R-TYPE	48.95
UN SQUADRON	44.95
TENNIS	44.95
GHOULS N GHOSTS	49.95
CASTLEVANIA IIII	44.95
GOEMAN THE WARRIOR	44.95
JERRY BOY	44.95
PRO SOCCER	44.95
GUNDAN 91	44.95
EARTH DEFENCE FORCE	CALL

AMERICAN FAMICOMS AND GAMES

THE AMERICAN FAMICOM NOW AVAILABLE AMERICAN FAMICOM WITH MARIO £249.95 PLAY ALL YOUR FAVOURITE FAMICOMS GAMES WITH ENGLISH TEXT. GAMES TO BE RELEASED ON THE FAMICOM ' WWF, THE SIMPSONS, EARTH DEFENCE FORCE , NOSFERATU, CASTLEVANIA IV ALL EXISTING JAPANESE GAMES AVAILABLE ON AMERICAN FORMAT

GAMEGEAR

GRIFFIN	23.95
FANTASY ZONE	23.95
OUTRUN	22.95
POPULOUS	23.95
MARVEL BOY	23.95
MICKEY MOUSE	22.95
NINJA GAIDEN	22.95
SHINOBI	24.95
MASTER GEAR	**34.95**

CONVERTOR FOR JAPANESE OR AMERICAN FAMICOM ALLOWS GAMES TO BE PLAYED ON EITHER MACHINE. *PHONE FOR MORE DETAILS*

WE PRIDE OURSELVES ON FAST EFFICIENT SERVICE .... MANY MORE TITLES IN STOCK... PRICES ARE SUBJECT TO CHANGE

MEGADRIVE

MEGADRIVE	109.95	MASTER OF WEAPONS	34.95
MEGADRIVE + GAME	123.95	MERCS	34.95
688 ATTACK SUB	33.95	MIGHT & MAGIC	39.95
ALIEN STORM	39.95	ONSLAUGHT	39.95
BARE KNUCKLE	38.95	OUTRUN	34.95
BIO SHIP PALADIN	34.95	PHANTASY STAR II	34.95
DECAP ATTACK	34.95	PIT FIGHTER	34.95
DARK CASTLE	34.95	QUACK SHOT	34.95
DEVIL CRUSH	34.95	RAMPART	34.95
EA HOCKEY	37.95	ROAD RASH	34.95
EL VIENTO	34.95	ROBOCOP	34.95
F29 INTERCEPTOR	34.95	SHINNING & DARKNESS (AM)	49.95
FAERY TALE	38.95	SPEEDBALL	CALL
FANTASIA	34.95	SONIC THE HEDGEHOG	29.95
FATAL REWIND	34.95	SPIDERMAN	34.95
J B D BOXING	34.95	SAINT SWORD	34.95
GOLDEN AXE II	34.95	STORM LORD	39.95
JEWEL MASTER	34.95	STREETS OF RAGE	34.95
KA GE KI	29.95	TOE JAM & EARL	34.95
THE IMMORTAL	34.95	UK CONVERTOR	12.95
MARVEL LAND	34.95	WRESTLE WAR	29.95

GAMEBOY

GAMEBOY	64.50	HOME ALONE	23.95
BILL & TEDS	23.95	LIGHT BOY	12.95
BLADES OF STEEL	23.95	MEGAMAN	24.95
BUBBLE BOBBLE	22.95	PUNISHER	23.95
BATTLE TOADS	23.95	RASTAN	24.95
CEASARS PALACE	23.95	ROBOCOP II	24.95
CASTLEVANIA 1	23.95	SIMPSONS	23.95
CHOPLIFTER 1	24.95	TMNT II	24.95
DARK MAN	23.95	TERMINATOR II	23.95
DICK TRACEY	23.95	WWF	22.95
DOUBLE DRAGON II	24.95	CARRY CASE GREY	15.75
GAUNTLET II	23.95	LIGHT BOY	19.95
GREMLINS 11	23.95	GAME LIGHT	19.27
HUNT FOR RED OCTOBER	23.95		

BUY WITH CONFIDENCE
WE HAVE BEEN IN BUSINESS FOR 12 MONTHS, AND UNLIKE MOST OF OUR COMPETITION, WE TRADE FROM A LEGITIMATE OFFICE, NOT OUR BACK BEDROOM.
CHOOSE THE PROFESSIONALS.

POSTAGE
LONDON - GAMES FOC CONSOLES £5 OUTSIDE LONDON GAMES £1 CONSOLES £7

XMAS DELIVERY
PERSONAL DELIVERY SERVICE AVAILABLE WITHIN THE LONDON AREA AND SUBURBS UPTO MIDNIGHT CHRISTMAS EVE, RESUMED BOXING DAY THROUGH TO THE NEW YEAR. CHARGES TO BE ARRANGED.

WE'RE HERE TO HELP AND ADVISE ... TEL: 081 769 9937 / 081 769 4688 FAX: 081 664 7239

CUSTOMERS ARE REQUIRED TO CHECK THAT THE GAME ORDERED IS COMPATIBLE WITH THEIR MACHINE. PLEASE MAKE CHEQUES PAYABLE TO PRO GAMES.

10 MITCHAM LANE, STREATHAM, LONDON SW16 6NN

Megadrive plus one Game £134.95

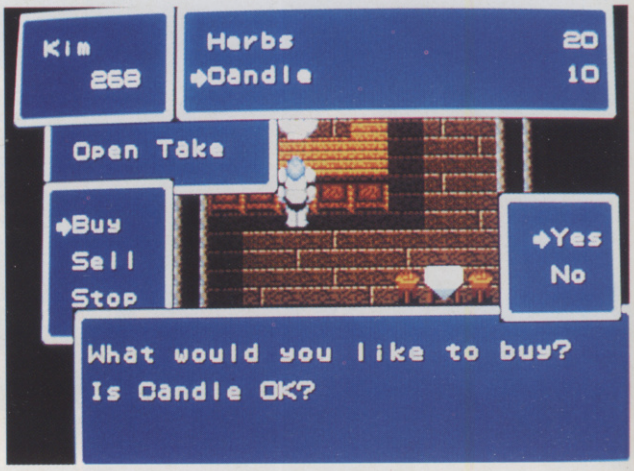
SWORD OF VERMILLION

When Lord Tsarkon invaded the continent of Excalabria 18 years ago, King Erik wisely sent his baby son into hiding. Now the prince has grown into a muscle-bound warrior he wants to go out and reclaim his father's throne, but Tsarkon holds the power of eight magic rings of evil with which he can destroy the disobedient. The prince's only hope is to find the eight righteous magic rings held by the unconquered kings of Excalabria.

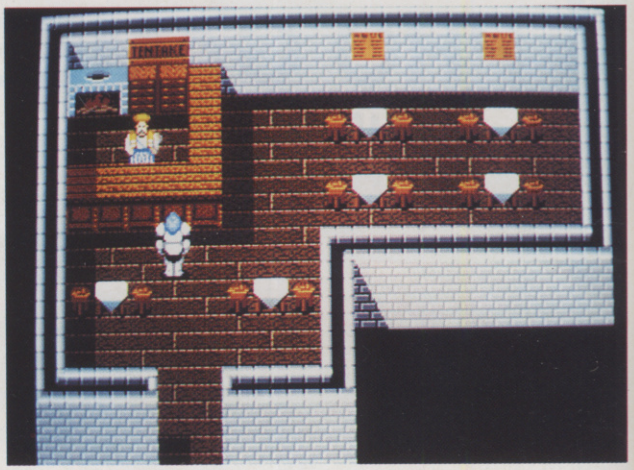
To do this he has to roam across perilous country, through deserts, forests and underground labyrinths to the cities where the rings are held. Usually, something nasty has happened to the ring, so you have to complete a mini-quest to get it back. Some of the sub-plots are quite convoluted but, like Phantasy Star, this game comes with a hint book to guide you when you get stuck. As with most other Megadrive RPGs, you can get information from speaking to citizens you meet in the towns, and weapons, magic spell books and armour to boost your abilities in the shops.

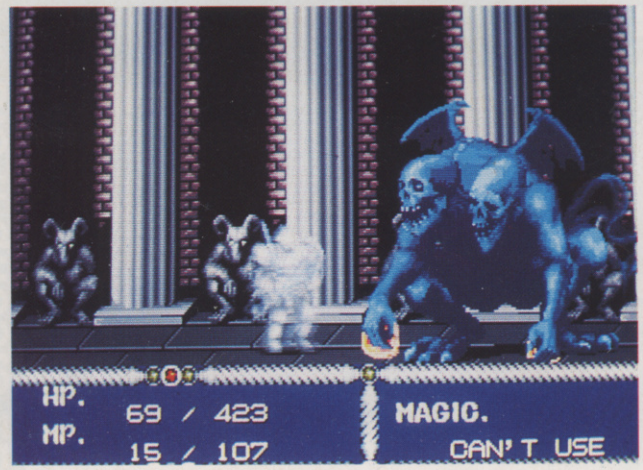
While you're on the road the screen shows a scrolling map and a basic 3D view of the path before you where wandering monsters appear. Instead of having combat by rounds like most other games, Sword of Vermillion has arcade-type battles in which you guide the prince around the screen, dodging, casting spells or slashing at monsters. It may be repellent to purist role-players, but it certainly makes the game more attractive to the average Megadriver.

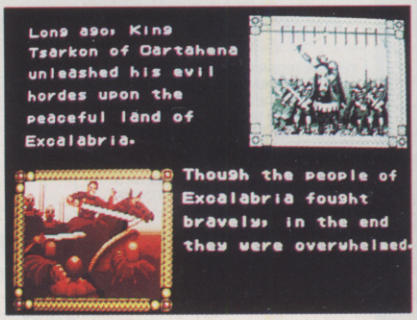
Everything about this game is great - the plot, the graphics, the action, even the sound is superb - oh, and it has a battery game-save feature. If you've never played a role playing game before, this is the perfect introduction.



GRAPHICS	85%
SOUND	91%
PLAYABILITY	91%
LASTABILITY	93%
OVERALL	91%







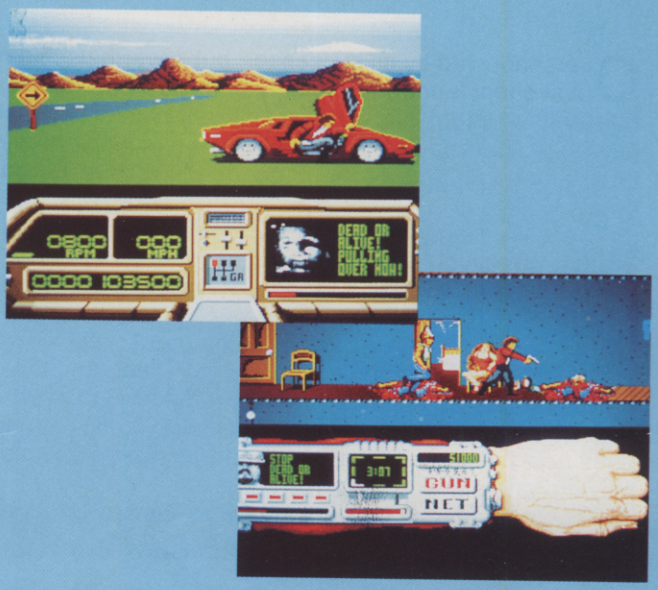
TECHNOCOP

The policeman of the future needs only three things: a flash car, an extremely large gun and plenty of criminals to use the gun on. Technocop gives you all these plus plenty of innocent bystanders to shoot at in your pursuit of law and order.

The game is divided up into several two-part missions which involve you chasing after drug-runners, murderers and other criminal types. The first part of each hunt is a very average 3D driving sequence in which you have to blast passing cars with your roof-mounted cannon only serves as a distraction from the main part of the game. Once your car pulls up outside a bad guy's hideout the game really starts.

The hideout scene is a very straighforward scrolling affair, in which you have to hunt around a building for the criminal while dealing with his henchmen. The best feature here is the gratuitous death sequences, which are probably the reason the producers, Razorsoft, deem the game unsuitable for anyone under 12. Shoot a bad guy and he blows apart, leaving behind a quivering mass of blood, guts and internal organs.

Technocop's violence makes it initially enjoyable, but after a short while no amount of gore makes up for what is really a very dull game.



GRAPHICS	75%
SOUND	68%
PLAYABILITY	55%
LASTABILITY	52%
OVERALL	54%

CAMBRIDGE CONSOLES
TEL: 0223 350422
FAX: 0223 350422

OPENING HOURS MON - SUN 9AM - 9PM
! CHRISTMAS IS ALMOST HERE !

SEGA MEGADRIVE £105
SEGA MEGADRIVE £119
CHOOOSE FROM 5 GAMES
SEGA MEGADRIVE + £128
ANY GAME UP TO £30
U.K MEGADRIVE + GAME + JAP ADAPTOR.....£125

ALL MACHINES CARRY 1 YEARS GUARANTEE

SAMSUNG 14 INCH SCART TV.....£215
SUPER FAMICOM INC ANY 2 GAMES.....£285
UK/ JAP SEGA GAMEGEAR.....£90
PC ENGINE HANDHELD + GAME £235
NEO GEO + ANY GAME.....£360
INC JSTICK + MEMORY CARD + PSU.

MEGADRIVE GAMES

ALIEN STORM.....30.00
BARE KNUCKLE.....30.00
BONANZA BROS.....29.00
DEVIL CRASH.....CALL
DECAP ATTACK.....30.00
DICK TRACY.....24.00
E.A. HOCKEY.....32.00
FATAL REWIND.....CALL
GYNOUG.....28.00
GAIRES.....27.00
JEWEL MASTER.....31.00
LAKERS VS CELTIC..30.00
MARVEL LAND.....30.00
MERCS.....32.00
OUTRUN.....30.00
ROAD RASH.....31.00
SUPER BASEBALL 9131.00
SAINT SWORD.....30.00
SONIC HEDGEHOG..29.00
SPACE BATTLE GOMOLA.....32.00
SPIDERMAN.....32.00
STRIDER.....26.00
TIGER HELI.....26.00
VAPOUR TRIAL.....32.00
VERYTEX.....27.00
WONDERBOY 111 ....19.00
WRESTLE WAR.....31.00
ZERO WING.....30.00

FAMICOM

FINAL FIGHT.....39.00
GRADIUS 111.....37.00
MARIO WORLD.....39.00
ACTRAIZER.....37.00
PILOT WINGS.....38.00
F-ZERO.....38.00
R-TYPE 11.....40.00
UN SQUADRON.....40.00
HYPERZONE.....40.00
GOEMAN WARRIOR.40.00
SUPER TENNIS.....42.00
SUPER GHOULS + GHOSTS.....44.00

NEO GEO

GAMES FROM .....£95 TO £110

GAMEGEAR

MASTER GEAR CONVERTOR.....24.00
CAR ADAPTOR.....16.00
RECHARGEABLE BATTERY PACKS.....26.00
GEAR TO GEAR CABLES.. .....£3.00 + £1 +P+P
GAMES FROM ....£18 - £22

ALSO AVAILABLE

LYNX MACHINES
MASTER SYSTEMS
MASTER SYSTEM GAMES

HARDWARE

ARCADE POWER STICK.....31.00
JAP ADAPTOR.....9.00 (£1 P+P)
TURBO JOYPAD.....14.00
JB KING JOYSTICK...56.00

PLEASE MAKE ALL CHEQUES + PO'S, PAYABLE TO:
CAMBRIDGE CONSOLES
78 AKEMAN STREET
CAMBRIDGE
CB4 3HG
£1 P+P FOR GAMES
£2 P+P FOR HARDWARE
£6 P+P FOR CONSOLES
£4 P+P FOR HANDHELDS
£8 P+P FOR NEO GEO

IF YOU NEED TO KNOW ABOUT ANY OF THE GAMES, THEN WERE HERE TO HELP!

Card **MEGA COM** VISA

DISTRIBUTION LIMITED
13 MANSFIELD ROAD, NOTTINGHAM, NG1 3FB

EUROPES No.1 IMPORTERS AND EXPORTERS OF JAPANESE GAMES CONSOLES AND CARTRIDGES

PC Engine
SEGA MEGA DRIVE
Nintendo SUPER FAMICOM

BEFORE ORDERING FROM ANY ADVERT IN THIS MAGAZINE CONTACT US FOR A BETTER DEAL!!

WE TRY TO UNDERCUT ANY LEGITIMATE PRICE FOR ANY CONSOLE OR CARTRIDGE.

LATEST TITLES *ALWAYS* IN STOCK!!!

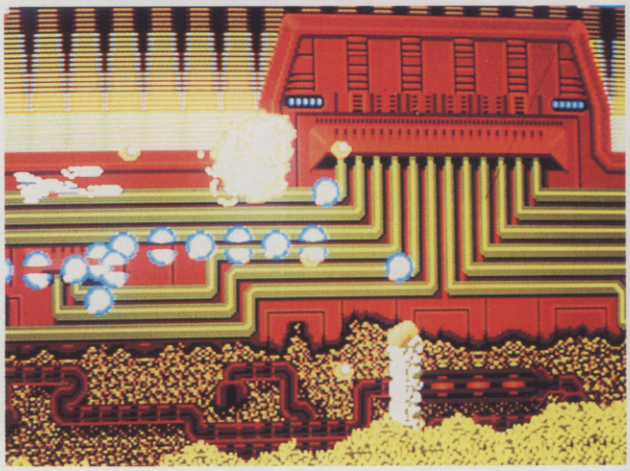
PHONE
MON TO SAT 10:00 AM - 6:00 PM
(0602) 475151 / 484988

SUNDAY & AFTER 6:00 PM
(0850) 336568

TRADE ENQUIRIES WELCOME

FAX: (0602) 475353

THUNDER FORCE 2



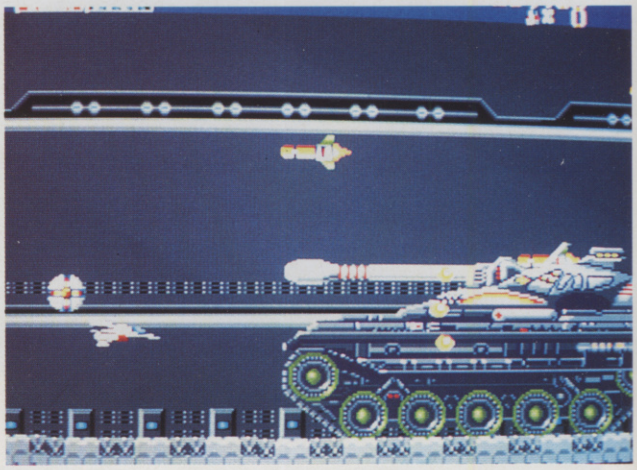
Overshadowed by its successor, but nevertheless a robust shoot 'em up with plenty of thrills 'n' spills, this blaster has action set over nine different horizontally and overhead scrolling levels packed to the gills with enemy ships and huge (and we mean huge) end-of-level guardians.

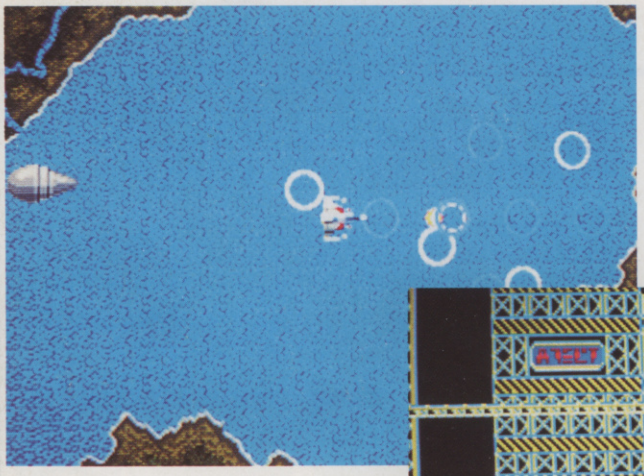
There are plenty of different weapons to pick up, and on later levels you certainly need 'em, with swarms of aliens attacking from all sides, and landscape features to dodge.

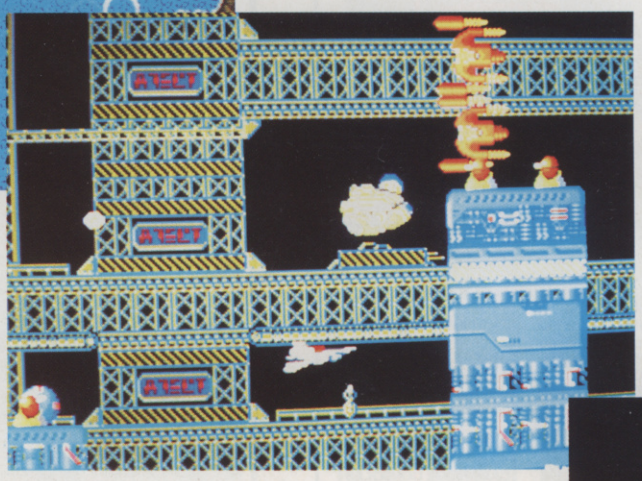
It's a tough game, and sports some great graphics (some of the background scenery is excellent, and the big tank which trundles into the fray at the end of level two is amazing), crunchy sound (including some rocking good tunes, ear-rending effects and even some sampled speech) and plenty of variety.

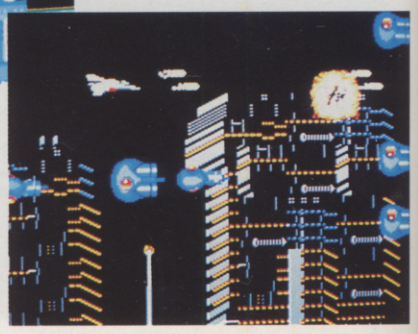
Recommended to blasting fans who want to give their trigger fingers a really tough workout.

GRAPHICS	82%
SOUND	88%
PLAYABILITY	87%
LASTABILITY	82%
OVERALL	86%







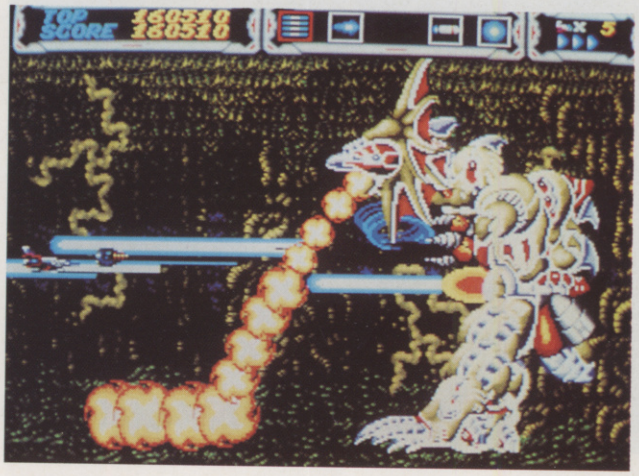


THUNDER FORCE 3

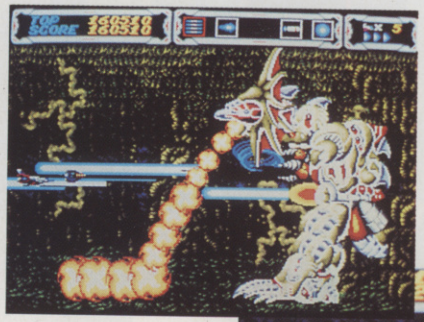
The Thunderforce fighter is back in a graphical tour de force. The action is waged over six different scrolling planets, each with its own unique backdrops, alien ships and end-of-level guardians (including a fantastic fire-breathing Godzilla lookalike).

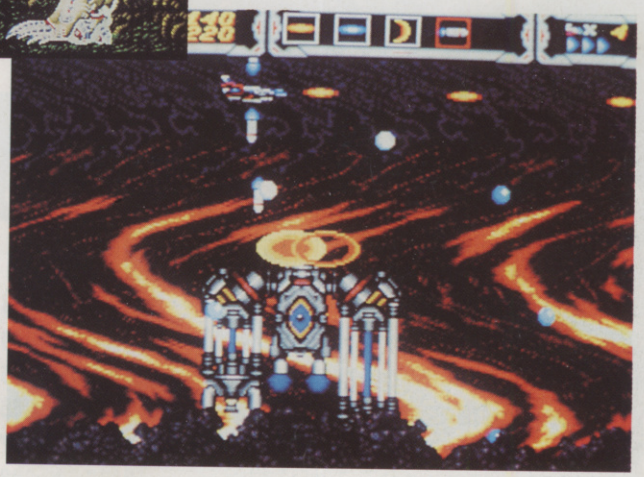
Five levels are selectable at the start, but all have to be finished before you're able to tackle the sixth planet, which is split into three distinct levels, the final one of which is a giant multi-screen enemy space cruiser which is literally bristling with gun emplacements and missile launchers.

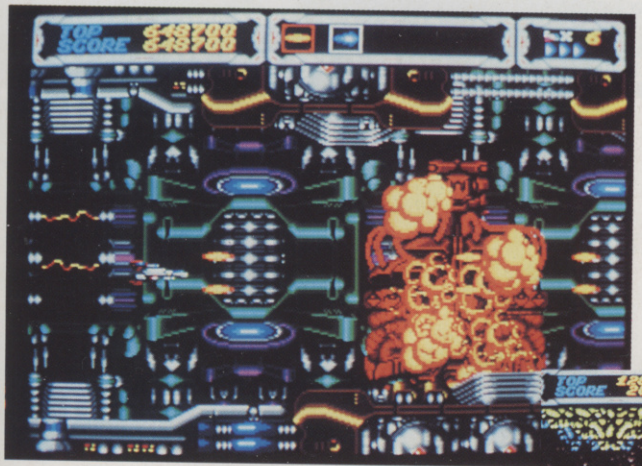
The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.

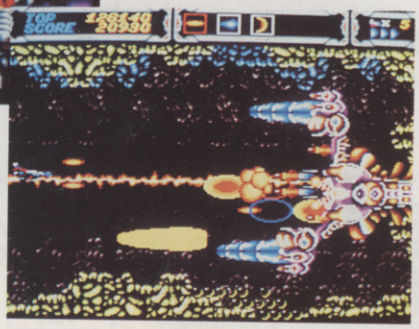


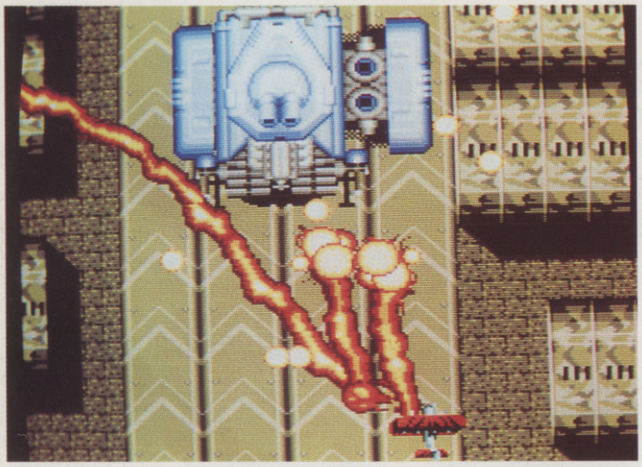
GRAPHICS	88%
SOUND	86%
PLAYABILITY	91%
LASTABILITY	86%
OVERALL	89%











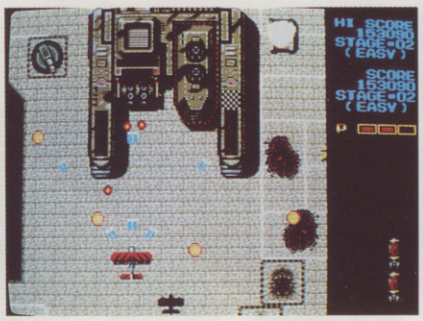
TORA! TORA! TORA!

Up the screen you go in this vertically scrolling blast, almost, nearly, but not quite a conversion of Taito's successful coin-op, Flying Shark.

It's war time and the only thing standing between the enemy and victory is you and your super-duper bi-plane. It's super-duper because even though this is World War II, your plane can shoot a variety of laser weapons, and an all-destroying smart bomb.

So it's an easy victory for you? Not really. The enemy have a variety of big end-of-level baddies down their Y-fronts, and also their sheer weight of numbers is sometimes just too much to cope with.

Flying Shark is an enjoyable blast, featuring decent graphics and sound. But unfortunately suffers from zero originality, and once you've played it a couple of times, you get those "seen it all before blues".



GRAPHICS	75%
SOUND	57%
PLAYABILITY	73%
LASTABILITY	67%
OVERALL	71%

GUIDING LIGHT COMPUTER HELPLINES

FOR CHEATS, TIPS AND POKES ON ALL COMPUTER AND CONSOLE GAMES. RING:-

DIAL-A-TIP CHEATLINE	0898 101 234
TONY TAKOUSHI CONSOLE LINE	0898 299 390
NEWS, TRICKS, TIPS FOR AMIGA	0898 299 385
AMIGA GAMESTIPS	0898 299 386
ATARI S.T. GAMESTIPS	0898 299 387
MEGATIP GAMESLINE	0898 299 388
CONSOLE GAMESTIPS	0898 299 380
SAM COUPE HOTLINE	0898 299 380
MEL CROUCHER'S FUNLINE	0898 299 399
ALL FORMATS COMPUTER FAIRS NEWSLINE	0898 299 389
IRELAND DIAL-A-TIP	03000 212 44
INFERNO ADVENTURE GAME	0898 442 777

HELP ON SPECIFIC GAMES ALSO AVAILABLE:-

SHADOW OF THE BEAST II	0898 442 022
HEROES OF THE LANCE	0898 442 025
EYE OF BEHOLDER/SILVER BLADES	0898 442 030
POOL OF RADIANCE/AZURE BONDS/KRYNN	0898 442 026
FOR A COMPLETE LIST OF SERVICES RING	0898 445 904

ALL MESSAGES CHANGED WEEKLY!

PROPRIETOR:- JACQUELINE WRIGHT, P.O. BOX 54, S.W. MANCHESTER M15 4LS

CALLS CHARGED AT 36 p PER MIN 'CHEAP RATE' AND 48p PER MIN AT ALL OTHER TIMES

RAVEN GAMES LONDON

74 BROMLEY ROAD, BECKENHAM
KENT BR3 2NP
TEL: 081 663 6810
CREDIT CARD LINE 081 663 6822

COME AND VISIT OUR NEW SHOP AND SEE THE NEO-GEO/FAMICOM/PC ENGINE CD ROM ETC ALL ON DISPLAY

LYNX
SUPER FAMICOM
Nintendo
PC Engine
CD ROM
SEGA MEGA DRIVE
SEGA MASTER SYSTEM
SNK Neo-Geo
GAME GEAR
PC SUPER GRAFX
NINTENDO GAMEBOY

WE HAVE A WIDE SELECTION OF SECOND HAND GAMES AVAILABLE

JAPANESE MUSIC CD'S/JAPANESE MAGAZINES/JOYSTICKS, LEADS AND ALL ACCESSORIES AVAILABLE FOR THE ABOVE MACHINES

VISA

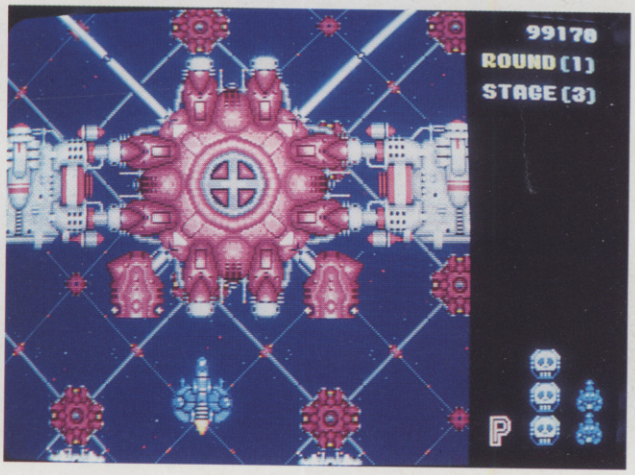
GUARANTEED FAST DELIVERY

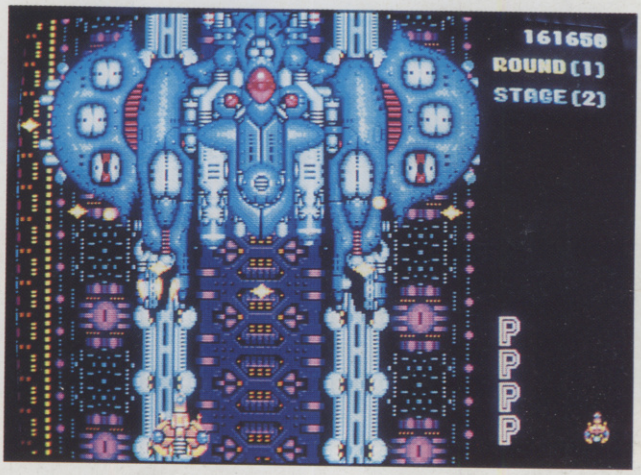
TRUXTON

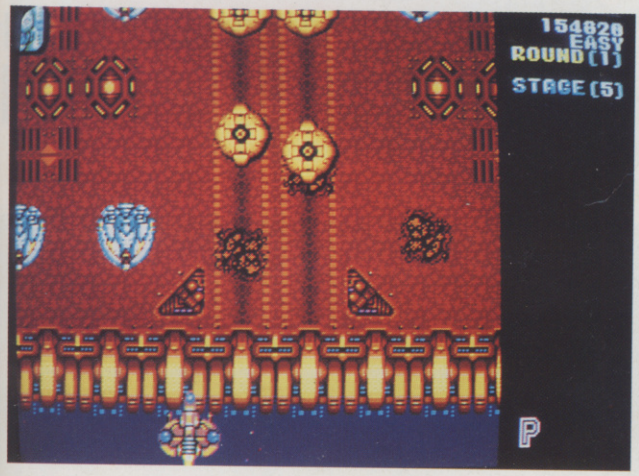
Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.

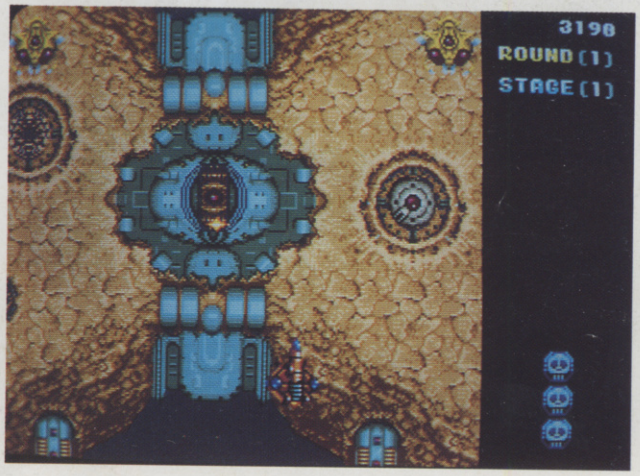
Pilot your super star cruiser through rank after rank of alien craft and destroy all that gets in your way. Power-up weapons and end-of-level baddies are present, of course, to spice up the action, and it all adds up to a fun and addictive shoot 'em up which throws down a considerable challenge to the player.

GRAPHICS	81%
SOUND	79%
PLAYABILITY	83%
LASTABILITY	78%
OVERALL	82%

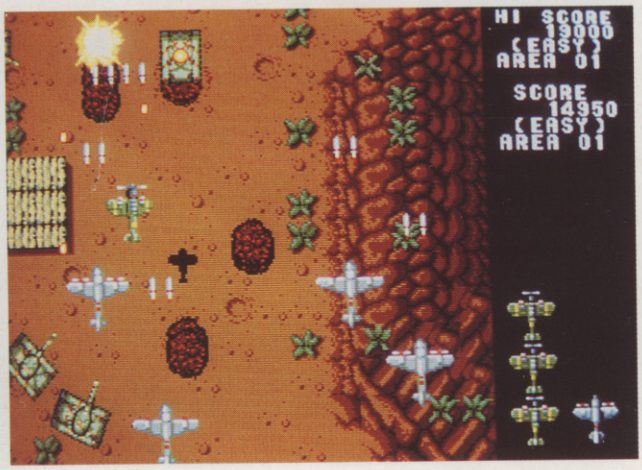








TWIN HAWK



Take to the skies in what looks like a WWII Mitsubishi Zero, your mission - simply to obliterate as many of the enemy's aircraft and tanks as possible. This officially-released up-the-screen shooter looks a lot like Tora! Tora! Tora! (reviewed on page 96) which is hardly surprising because they were both programmed by Toaplan.

This one doesn't have bolt-on laser weapons or flame throwers for your plane and instead gives you an increasingly wide spread of bullets as you collect power-ups, which isn't quite as exciting. The game's one unusual feature is the smart bomb-type weapon which isn't a smart bomb at all. Pressing the B button calls up a squadron of friendly fighters who spread themselves out across the bottom of the screen and fire continuously until, one-by-one, they stray into enemy bullets.

Alas, this isn't enough to keep Twin Hawk from growing boring very quickly. There are loads of tanks and planes to shoot, but they're all very similar in design and tactics and the backgrounds don't vary much either. Give it a miss.

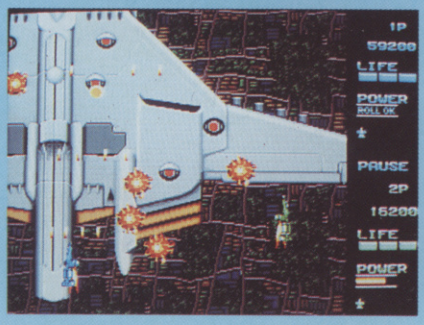
GRAPHICS	79%
SOUND	59%
PLAYABILITY	75%
LASTABILITY	50%
OVERALL	60%

ULTIMATE TIGER

Whirlybird antics abound in this vertical scroller, which gives you a heavily armed Tiger helicopter gunship and a load of enemy artillery - tanks, helicopters, planes, ships and boss-type mega vehicles - to blow away. The power-up weapons (rockets, lasers, split forward shots and four-way bombs) may not be particularly exotic, but they certainly do the job.

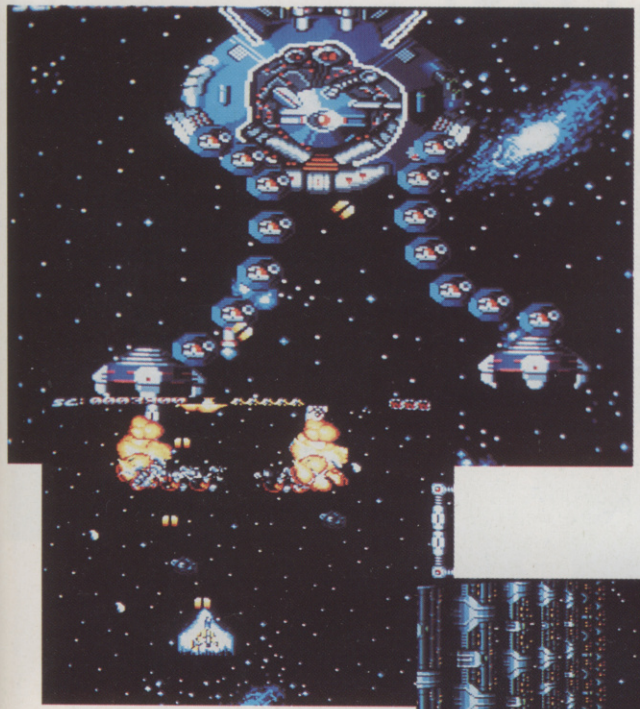
This is a conversion of a coin-op which went under many different names - Twin Heli, Twin Tiger, Tiger Heli - and which was also very successfully converted to the PC Engine. Strangely enough the PC Engine version was slightly better than this, having slightly clearer graphics. The gameplay, however, is just as good - lots of bullets, lots of explosion, lots of fun. Give it a whirl.

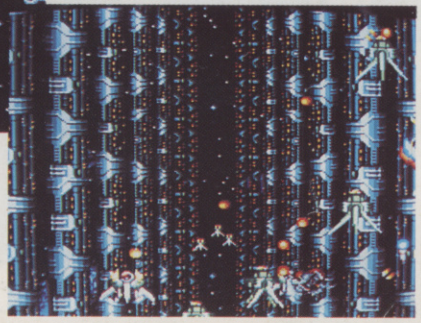
GRAPHICS	80%
SOUND	83%
PLAYABILITY	89%
LASTABILITY	88%
OVERALL	88%



GRAPHICS	80%
SOUND	78%
PLAYABILITY	79%
LASTABILITY	69%
OVERALL	74%

VERYTEX



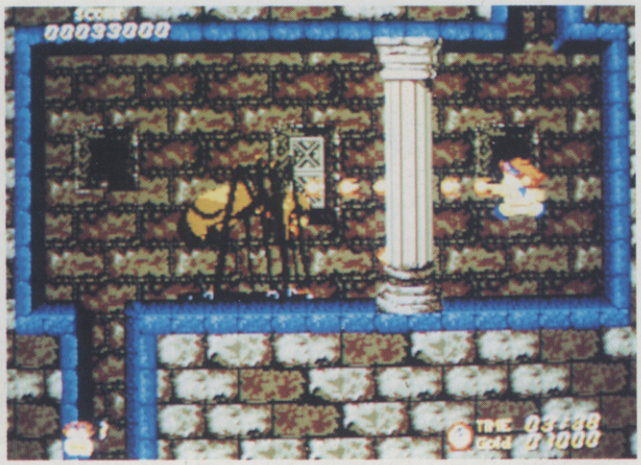


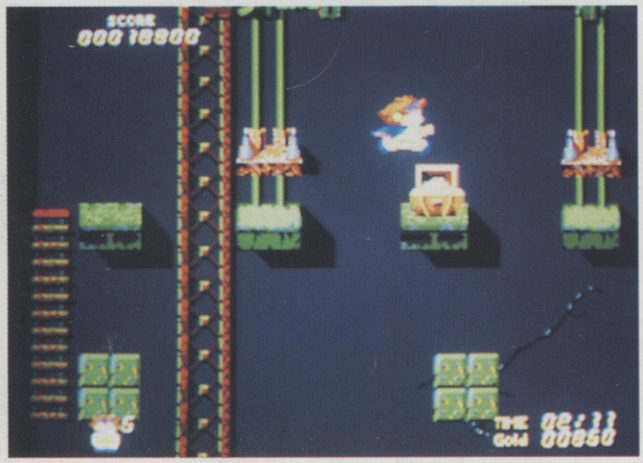
Not a particularly original example of blasting fun, but a playable one nonetheless. Take your Verytex ship through six "acts" of "action", starting in space, then zipping across the surface of an enemy planet before escaping back into the void.

Numerous exotic robot ships lie in ambush, charging their lasers in anticipation of you blundering into their sights. But the Verytex comes complete with a Vulcan cannon as standard, and this can be zapped up to five-way firepower, or traded in for a single beam megalaser or spinning discs of flame. There are also deflector shields and homing missiles up for grabs to the defense-conscious star captain.

All this spells lots and LOTS of angry sprites charging around the screen, and this riot of laser action backed by a well-above-average funky soundtrack. The graphics are smooth but won't have you wetting your pants, but the gameplay is challenging if unadventurous in concept. One for the no-frills shoot 'em up crowd.

GRAPHICS	79%
SOUND	88%
PLAYABILITY	77%
LASTABILITY	79%
OVERALL	81%





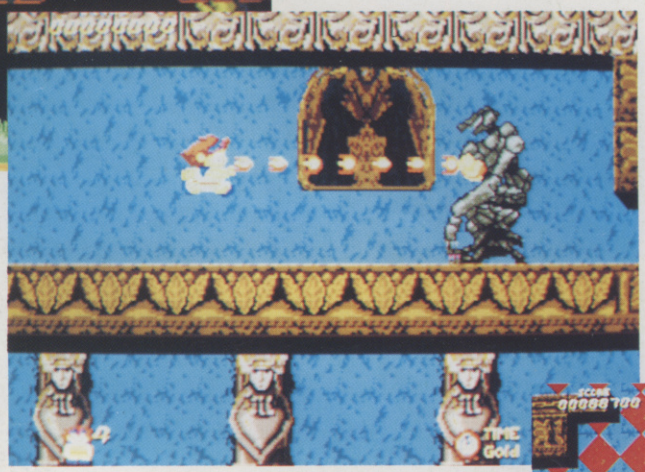
WARDNER

As in so many other games, Wardner's hero (who is in fact called Wardner) has had his girlfriend kidnapped, in this case by an evil wizard. Instead of doing the obvious thing and getting another girlfriend, Wardner decides to rescue his lost love and heads off into the woods in the direction of an eerily-lit castle which, so rumour has it, is where the wizard lives

The odds are certainly stacked against Wardner. Not only is he very short, he is constantly assailed by various demonic things and nasty forest creatures, not to mention gigantic boss monsters at the end of each level. Luckily he is armed with some mystical skills of his own and can cast fireballs at the bad guys to send them packing. When they expire, the monsters drop a coin which Wardner can collect and spend in the shops which sell fireball spell upgrades and sewing kits to repair Wardner's magic shielding cloak.

Compared to most Megadrive platform games, Wardner looks pretty grotty. The graphics aren't very attractive and the gameplay looks bog-standard, but persevere and you'll discover it is actually very challenging and enjoyable. Certainly not one to put at the top of your shopping list, but worth considering.

GRAPHICS	56%
SOUND	60%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	77%



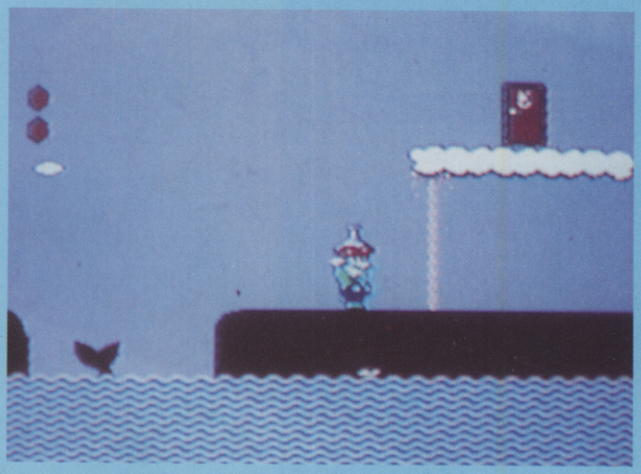
WONDERBOY 3

Tiny Tom-Tom has had his girl-friend stolen by malodorous beasties, and being the seasoned adventurer he is (this is his third video game after all), he has vowed to wreak his revenge on the kidnappers and retrieve his love from the drooling jaws of... well, something nasty.

There are ten levels of scrolling colourful scenery lying before him, which have to be conquered in two halves. Part one is the sort of platform action found in the other Wonderboy games. Cuddly-looking nasties appear out of the landscape and advance onto the point of Tom-Tom's sword, which this time is charged with magical energy allowing it to shoot missiles, laser bolts and hoops of fire (depending on the last power-up he collected). This continues into the second section, but now Wonderboy is flying towards that level's boss on a pink dragon.

It all sounds quite jolly, and it would have been, had the graphics not been so chunky and the arcade game's two player mode been included in the conversion. The other main problem is that the game is way too easy, and it's not unheard of for a mediocre player to reach stage nine (one away from the game's end) very quickly.

Something for our younger viewers.



GRAPHICS	70%
SOUND	72%
PLAYABILITY	73%
LASTABILITY	65%
OVERALL	**69%**

WORLD CUP ITALIA '90

Currently this is the only soccer game on the Megadrive, and it's not bad. It's also true to say that it's not brilliant either. Pick a team from a host of national sides and see whether you can make it in the World Cup.

The action is displayed from an overhead viewpoint, and play is fast and furious. However, the difficulty level is very low, so unless you're playing in two-player mode the challenge is minimal, and within a few goes you'll be lifting the world cup.

Worth checking out if you're really desperate for a football game, but if you're a good gamesplayer don't forget about that low, low difficulty level. Our advice is to try a different sports game (like John Madden's Football) or wait and see what TecMagik's UEFA Cup game is like next year.

GRAPHICS	78%
SOUND	71%
PLAYABILITY	77%
LASTABILITY	59%
OVERALL	**64%**

GRAPHICS	79%
SOUND	74%
PLAYABILITY	82%
LASTABILITY	73%
OVERALL	80%

ZANY GOLF

This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more.

Each one of up to four players starts off with a number of strokes, and after each hole is completed, more are added to that total. However, if you use up all your strokes, it's game over.

The first course is fairly straightforward - just whack the ball through the lighthouse and into the hole. Then things start getting weird, with a bouncing hamburger and a ketchup fountain to negotiate. Then it's time to run the gauntlet of three extending and retracting walls, followed by a spot of pinball, with the player shooting at drop targets before the ball can drop to the lower part of the course, where the hole is. Other delights include a Disney castle, a breakout section, a laboratory complete with electric sparks and an anthill complete with moving hole.

The graphics and sound are both great, but the addictive gameplay is what keeps you coming back to it. If you're after something different, check this out - and it's guaranteed that your parents will love it!

IF AN ADVERT IS IN PRINT, IS IT PROPER?

Most advertisements are perfectly proper.

A few are not.

The Advertising Standards Authority not only monitors over 850 advertisements every month, it ensures compliance with the rules in the strict Code of Advertising Practice.

So when you question an advertiser, they have to answer to us.

To find out more about the role of the ASA, please write to the address below.

Advertising Standards Authority, Department X, Brook House, Torrington Place, London WC1E 7HN.

ASA

This space is donated in the interests of high standards in advertisements.

ADVERTISING INDEX

CAMBRIDGE CONSOLES 93
C.E.S. 31
CONSOLE CONCEPTS 14
ELECTRONIC ARTS .....IFC & 3
ELECTRO GAMES 65
GAMES GALORE 71
GUIDING LIGHT 96
KINGBIT GAMES 25
MEGA COM 93
MEGA MIX 51
MEDLANTIC 67
ORIENTAL 78
PLAY TO WIN 37
PRO GAMES 91
RAVEN GAMES 96
SHEKHANA 17
TELEGAMES 69
THATZ ENTERTAINMENT 7
ULTIMATE 78

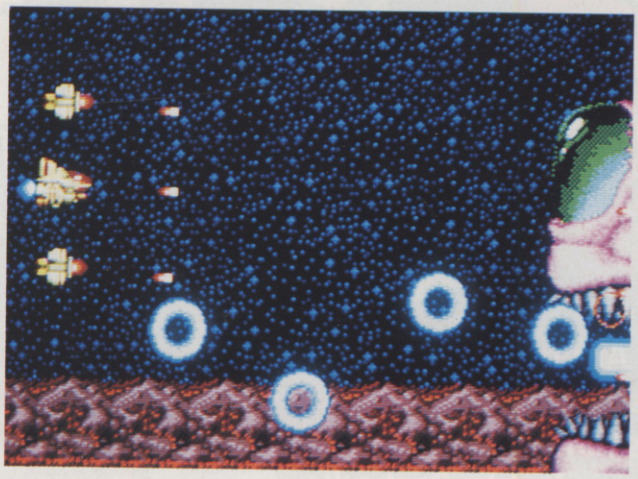
ZERO WING

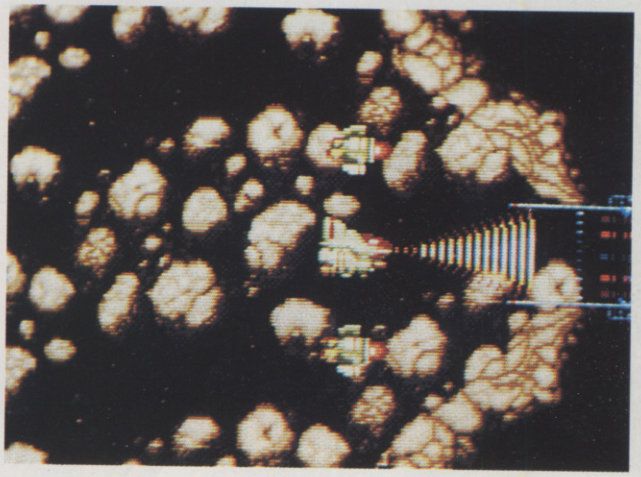
In Zero Wing, you have to pilot your Zero Wing ship (hence the name) across eight horizontally scrolling technoscapes, which are populated by space pirates. Three extra weapons, Vulcan cannons, lasers and homing missiles, are available if you can collect the right icons - not as much choice as some games, but grab enough icons and the Zero Wing can pump out the shots like nobody's business. Very nice. And you can also use a tractor beam to grab any nearby debris and attach it to the front of your ship, thus creating a shield.

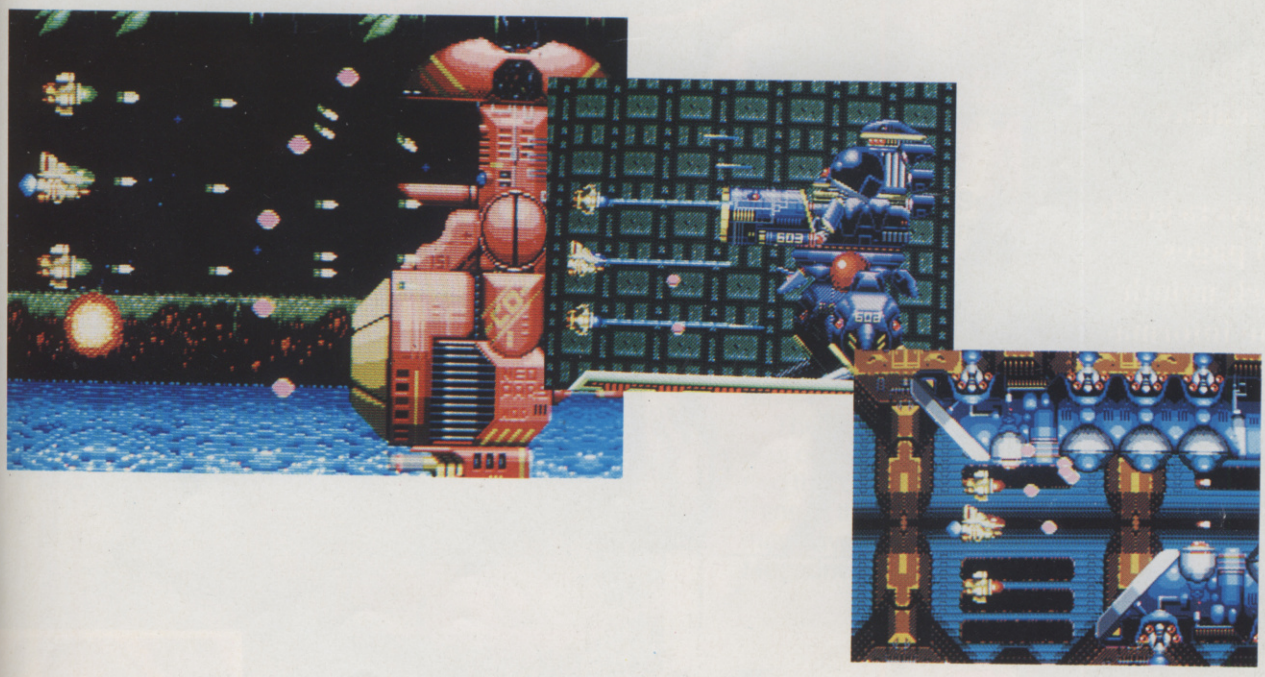
Gameplay throughout Zero Wing matches up to the high standard set by Truxton. The sheer destructive potential makes it exciting to play, and the difficulty level is set just right for the average shoot 'em up fan. Probably Zero Wing's best feature, though, is its graphics, which are consistently superb. The eight stages all look amazing, and the sprites are very imaginatively done, but most impressive of all are the bosses which are just spectacular (particularly the marching giant robot at the end of level three).

Definitely one of the best Megadrive shoot 'em ups available.

GRAPHICS	94%
SOUND	92%
PLAYABILITY	91%
LASTABILITY	86%
OVERALL	93%

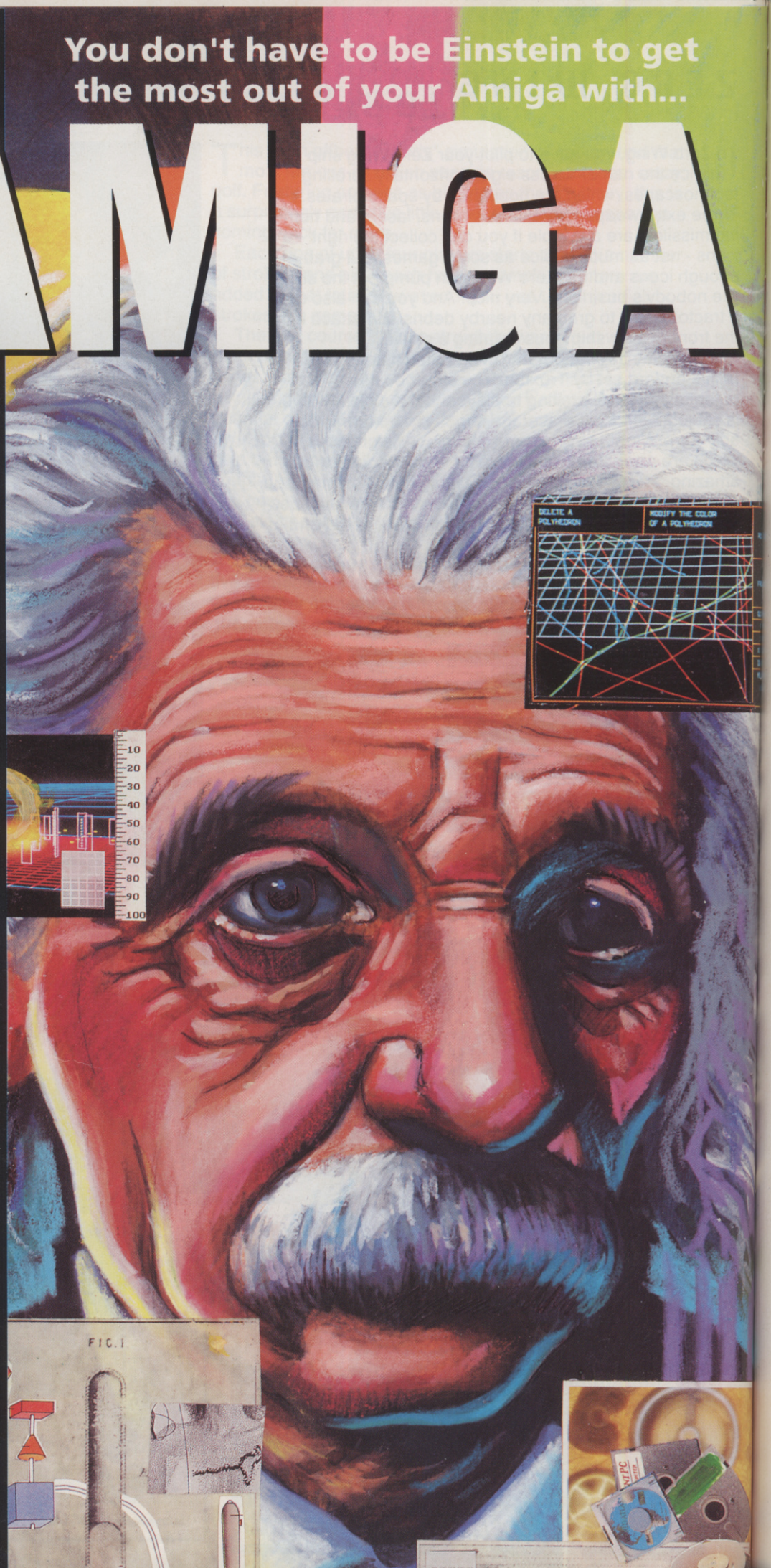






You don't have to be Einstein to get the most out of your Amiga with...

CU AMIGA



CU Amiga offers you easy access to all the possibilities that your Amiga holds. Packed with a breadth of coverage beyond games, CU Amiga delivers -

- **The ultimate peripheral coverage .** Extensive, clear guidelines on what's available, how you can use it and what's best to buy
- **Unsurpassed hardware coverage.** **CU Amiga** was the first magazine to regularly feature CDTV.
- **The best buyers guide.** At least 33 pages packed each month with all the information about what's best
- **60 non entertainment products** put under the microscope each month
- **100+ games reviewed** every month.

Beyond games with...

CU AMIGA

PREVIEWS

Here's a run – down on the games which are due out late in 1991 and early in 1992. Unfortunately, release schedules being what they are, we can only guarantee that the dates are correct at the time of going to press.

OCTOBER

DEVIL CRASH

NAXAT **£IMPORT**

When Devil Crash was released on the PC Engine, it was widely recognised as the best computer pintable ever and, from what we've seen, it's going to be even better on Megadrive!

The game is played on a three-screen-high table which scrolls to follow the ball. The table is possessed by dragons, demons, skeletal knights and satanic monks who march around the table just waiting for you to exorcise them with your shiny ball. Obliterating these targets racks up the score and also activates bonus features and lets you access miniature pintables in which you have to destroy everything on the screen.

The PC Engine version had excellent graphics, superb music and brilliant gameplay, and we have every reason to believe that the Megadrive version should be just as good!

GALAXY FORCE 2

SEGA **£IMPORT**

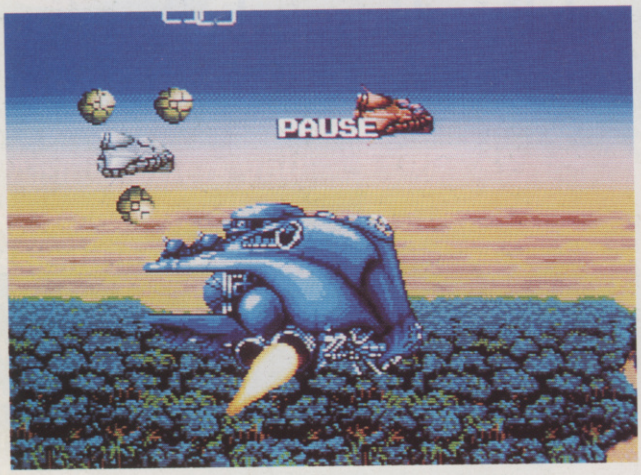
This was one of Sega's most spectacular 3D coin-ops, and the Megadrive version certainly looks good, too. In it, you pilot a one-man starfighter across seven different alien planets. Along the way, you get to pump laser fire into swarms of enemy ships and giant robots which are coming towards you, guns blazing. As in Afterburner, you're also armed with homing missiles which you just have to lock on to a target before letting rip!

The coin-op wasn't an enormous success because it was one of those great-graphics-no-gameplay games, and this conversion may be a bit too close for comfort. Fans of the original will love it, but be warned that you may have trouble getting the game to work on an official Megadrive.

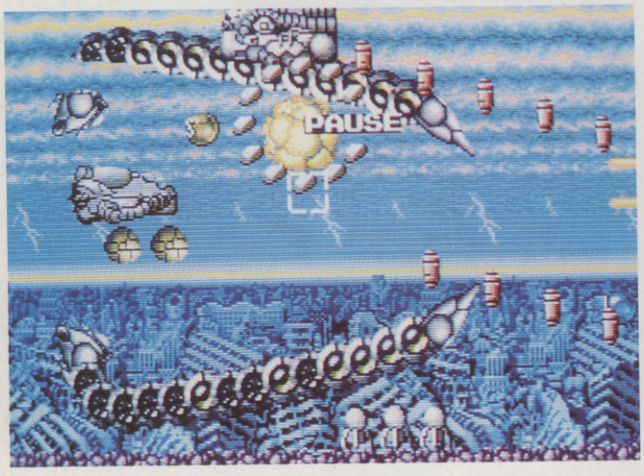
STARSHIP GOMOLA

UPL **£IMPORT**

This is a very strange shoot 'em up which is loaded with action. In it you pilot a very fat spaceship across seven horizontally-scrolling levels, incinerating all and sundry with your front-mounted laser cannon.



Probably the game's most interesting feature is the ship's gun turret which is aimed by holding down one of the fire buttons and moving a target around the screen. The reason this is so interesting is that Gomola has a two-player option which lets one player pilot the ship while the other plays the gunner! If you don't like that, you can also play a standard two player game with two ships on screen simultaneously! Cor!



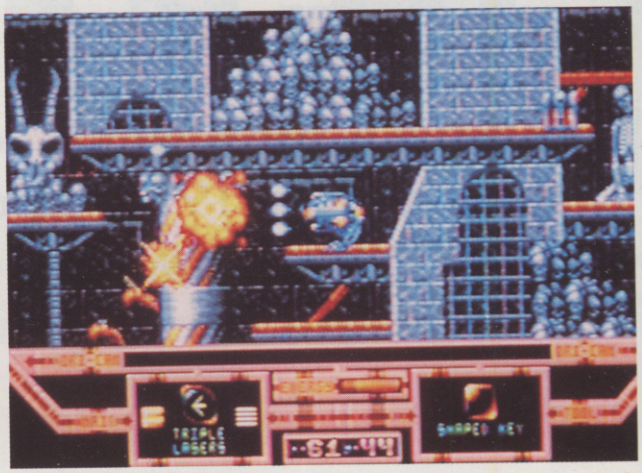
TOE JAM AND EARL

SEGA **£39.99**

Toe Jam and Earl are a couple of hip, spacefaring extra-terrestrials, who have had to stop spacefaring since they crashed their spaceship. The bits are strewn over numerous levels of a bizarre planet and if they want to get back to radical living they're going to have to find them and put them back together. Unfortunately for them, the planet is populated by all sorts of mischievous weirdoes who would rather Toe Jam and Earl stick around.

The game is a fairly basic find-the-objects affair, but it's livened up no end by funky soundtracks, crazy graphics, a superb two-player mode and some really entertaining and funny gameplay features and bonuses. One to watch out for and no mistake!

FATAL REWIND

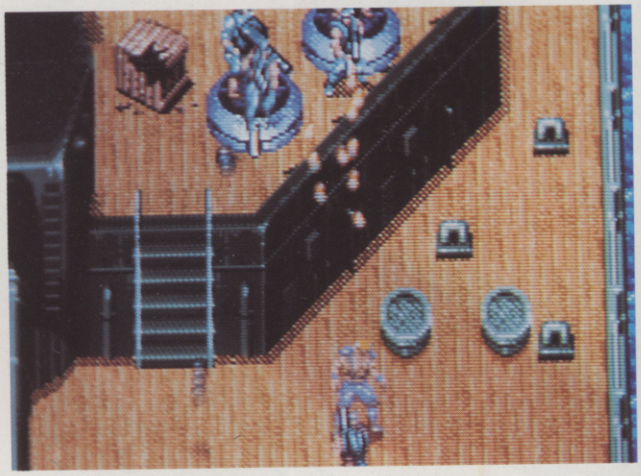


ELECTRONIC ARTS **£34.99**

This game-show of the future puts you in control of a robot that looks like a chicken with wing-mounted Vulcan cannons. The robot has to climb and leap to the top of a labyrinth of platforms before it's engulfed by the rising water below. Matters are complicated by suicidal mini-robots which are swarming about and all the locked doors for which keys have to be found.

This is almost a straight conversion of Psygnosis' Amiga mini-hit, The Killing Game Show, and should prove to be just as popular with Megadrive owners!

MERCS



SEGA **£39.99**

Sega have reprogrammed this excellent Capcom arcade game for the Megadrive and it looks like they've done a very good job indeed. In the original, up to three players take control of a squad of heavily armed soldiers marching up the screen on a mission to rescue the president of the USA from revolutionaries.

The Megadrive version is for one player only, but to make up for the lack of multi-player excitement, Sega have added an "Original" mode, which is similar to the arcade game except for the fact that, as you progress, you recruit four other soldiers with different weapons and can then switch between them.

This could well be one of the best Megadrive arcade conversions ever so start saving those pennies!

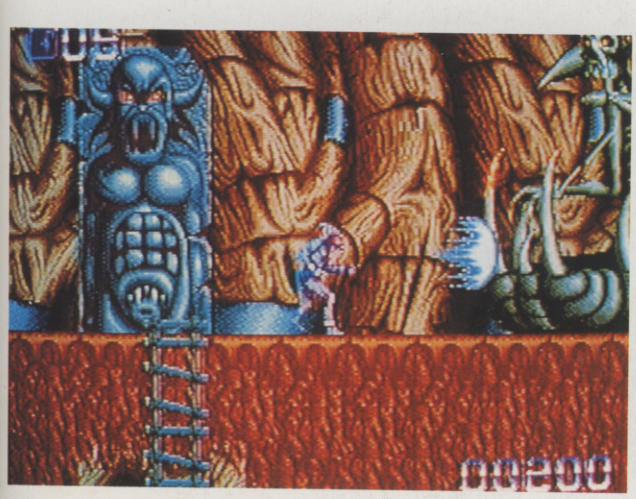
DECAPATTACK

SEGA **£34.99**

Starring Chuck D Head! This is a reprogrammed version of Magical Flying Hat Turbo Adventure (reviewed on page 60), and instead of controlling a bloke with a turban and a cape, you have Chuck D Head, a running, jumping, headless zombie who has a face in his torso which lashes out at his enemies! If he can find his head, he can live up to his name by throwing it at monsters to destroy them!

The screen layouts and the basic gameplay are exactly the same as in Magical Flying Hat, but the different graphics make the game even more of a laugh than the original!

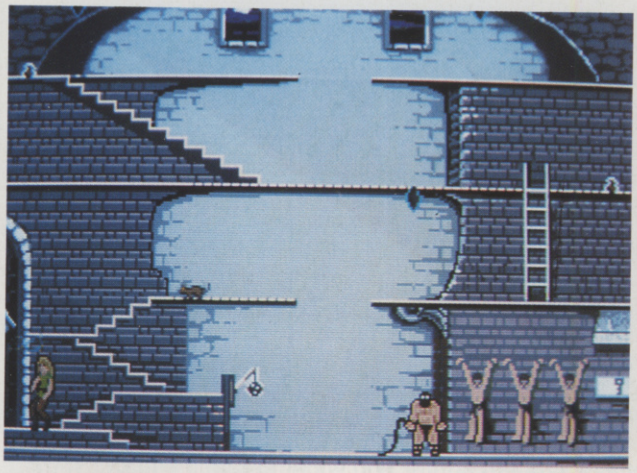
SHADOW OF THE BEAST



ELECTRONIC ARTS **£44.99**

This is a conversion of an old Amiga game which enjoyed massive success a couple of years back, thanks to its spectacular graphics and sound. You play a warrior who has been transformed into a beast by the Beast Master and can only return to human form by killing him. All this takes the form of a platform beat 'em up, in which Mr Beast has to kick and punch away at the Beast Master's monsters, while finding keys, magic potions and weapons to help him on his journey. The gameplay was what let the Amiga original down, so let's hope this conversion has been spruced up in that department.

DARK CASTLE



THREE SIXTY/EA **£34.99**

The Black Knight is making a right medieval nuisance of himself and it's up to you enter his Dark Castle and do him over before he gets too big for his chain mail. Before you can actually get to him, though, you have to complete three quests by getting through several screens of platforms, ladders and swinging ropes while being assailed by bats, rats and zombies! Sounds terrifying - and very probably will be!

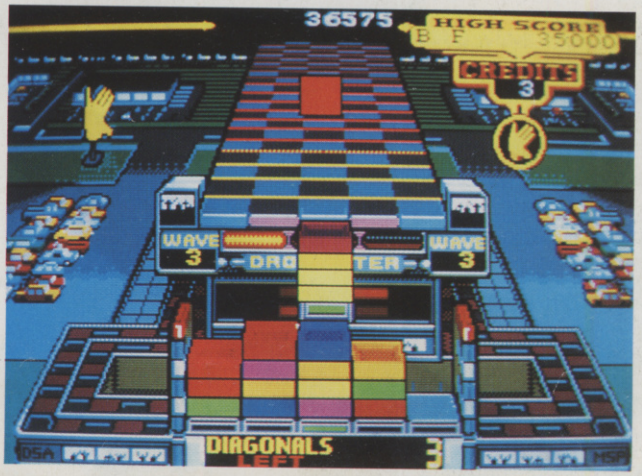
NOVEMBER

KLAX

TENGEN **£34.99**

Namco's conversion of this great puzzle game wasn't well received among Klaxperts when it appeared on import, but luckily Tengen and their UK distributors, Domark are releasing a reprogrammed game. Gone are the dodgy controls! Away with the ropey graphics! The strange, tile dropping logic is no more!

This looks like it could turn out to be the Megadrive's top puzzle game, and should certainly go down well with fans of the coin-op.



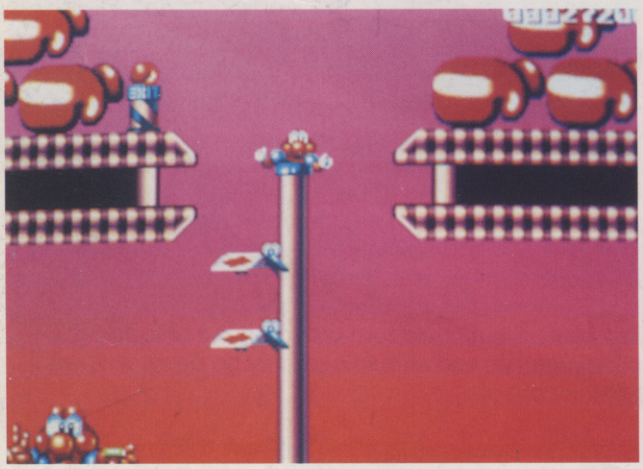
F22 INTERCEPTOR

ELECTRONIC ARTS **£39.99**

This is the Megadrive's first flight simulator and, boy, does it look good! Take the controls of the new Lockheed F-22 stealth fighter and wipe out hostile forces in four combat zones, namely Iraq, Russia, Korea and the USA. As well as being armed with a cannon and a set of Sidewinders and Mavericks, the F-22 can carry hyper-velocity rocket pods and all sorts of electronic countermeasures decoys.

To call it a simulator is probably a little inaccurate, because the emphasis is on lots and lots of combat rather than careful flying. There are dozens of missions to be accomplished in each campaign, and if you get bored of those, you can even set up your own!

ROBOCOD



ELECTRONIC ARTS **£39.99**

After being defeated by F.I.5.H.'s top agent in James Pond (reviewed on page 52), the megalomaniacal Dr Maybe has re-emerged. He has taken over Father Christmas' toy factory at the North Pole where he plans to construct thousands of homicidal toys to help in his latest world-hijacking plot!

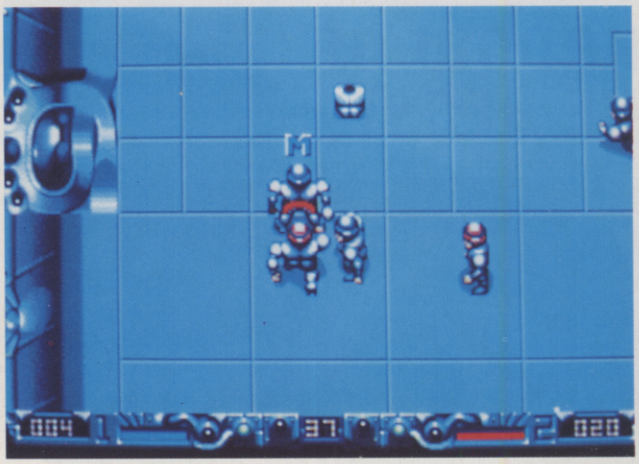
James Pond is the only agent who can stop him and to aid his effort, the F.I.5.H Quartermaster has transformed him into a cyborg with the power to stretch his torso, and destroy deadly toys just by stomping on them. It all makes for a million platform-type laughs, which Megadrive owners will be able to experience for themselves when the game appears in November.

DECEMBER

SPEEDBALL 2

MIRRORSOFT **£39.99**

Speedball is the future replacement for soccer in which two teams have to get a ball into their opponents' goal - usually by any violent means! The rules are beautifully uncomplicated (just charge into an opponent to make him drop the ball, then grab it and throw it into the goal at the other end of the pitch) and the players aren't hindered by penalties or any of that namby-pamby stuff. In fact you can make your team even harder by spending any prize money you win on training them.



The original version (which was on Amiga and ST) was a smash hit, thanks to great graphics and a superb blend of tactics, strategy and extremely bloodthirsty action. These have all been included in the Megadrive game, so it's bound to be a sell-out!

CALIFORNIA GAMES

SEGA **£39.99**

This game has already appeared on just about every computer and console under the sun, so that should tell you how good it is! It's an alternative sports game, with five laid-back, Californian style pursuits for events. Try your hand at footbag, surfing, skating, BMX and

AT LAST

The first comprehensive guide to PC Entertainment and more!

PC review

- Offering more than entertainment, **PC Review** tackles graphics, sound, hardware and productivity based software like *no* other magazine can.
- FREE discs for you to sample the best in entertainment software.
- FREE supplements covering the best games by genre.
- Comprehensive reviews and qualified information about past, present and future software.
- Huge Shareware section
- News section
- Buyers guide
- Packed with editorial about the ultimate in entertainment software.

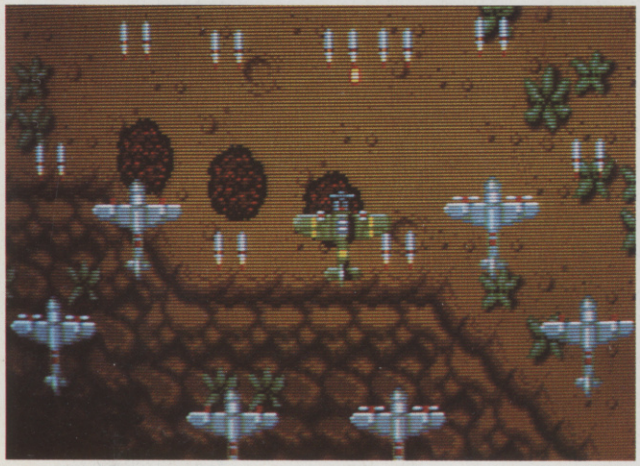
emap. Images

PC Review - available from all good newsagents *NOW!*

skateboarding. All have their own particular techniques which have to be mastered before you can consider yourself a most skillful dude.

The only thing missing from the game is the original's Flying Disk event, but unless something has gone seriously wrong, that shouldn't stop this version from being the best of the lot!

FIRE SHARK



SEGA **£34.99**

This is the British version of the Toaplan bi-plane shoot 'em up, Tora! Tora! Tora! which is reviewed on page 102. Nothing has actually changed, except for the title screen which now credits Dreamworks as the producers.

MARBLE MADNESS

ELECTRONIC ARTS **£34.99**

This cult Atari coin-op of yesteryear puts the player in control of a marble which has to be guided through a series of bizarre obstacle courses against a time limit. Easy? Not when you've got inertia, gravity and patrolling, marble-hating nasties to cope with. There are acid puddles, hammers which spring out of the floor, malevolent vacuum cleaners and, worst of all, the dreaded Black Marble! Marble Madness is due to appear on several consoles, but the Megadrive has the potential to produce the best conversion of them all.

BACK TO THE FUTURE 3

MIRRORSOFT **£34.99**

Another conversion from a quality Mirrorsoft Amiga game, which puts the player in the cowboy boots of time-travelling heroes Marty McFly and Doc Brown. The pair have returned to the days of the Wild West and you have to help them sort out all of their time paradoxes before they can return to their own time.

The first part of the game sees Doc on horseback, chasing a runaway wagon with Clara Clayton (his new-found sweetheart) on board. Meanwhile, he has to shoot

the bad guys who are chasing him AND dodge under and over all sorts of obstacles.

Other scenes include a shoot out, in which Marty has to take out a string of trigger-happy bad-hats by hitting them with pie plates. There's also a shooting gallery section, and the game climaxes with a chase along a train, with Marty hunting for the logs which can speed the train up to 88 mph and power the DeLorean (which it is pushing) "back to the future". It's looking good, so watch out for full reviews in MEAN MACHINES and COMPUTER AND VIDEO GAMES soon.

DONALD DUCK

SEGA **£39.99**

No doubt Sega are hoping to repeat the success of Mickey Mouse with this Disney game (while avoiding the embarrassment of Fantasia). Plot details are scarce as we go to press, but as you can see from the screenshots, it's certainly looking good!

XENON 2

MIRRORSOFT **£39.99**

This was a big hit on the Amiga and Atari ST a couple of years back, but those machines were starved of good shoot 'em ups at the time. Does Xenon II have the oomph to make it on the Megadrive, which has never been short of decent blasts? Well, in its favour it has five beautiful levels of action, loads of extra weapons and a

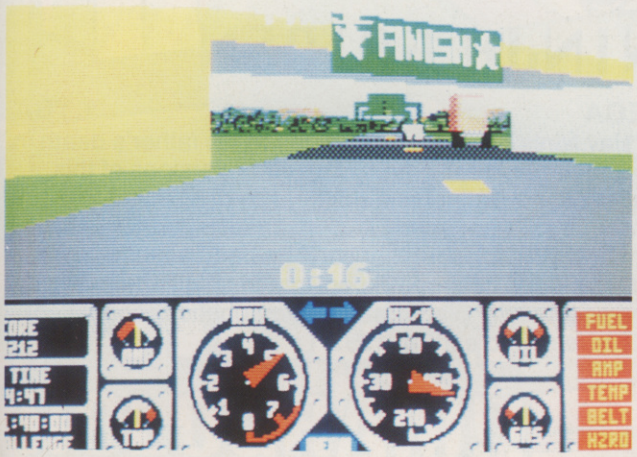
smart soundtrack by Tim Simenon of Bomb The Bass fame. But is it fast? Will all those exploding pixels send Granny running for cover behind the sofa? We'll have to wait and see...

SUPER HYULIDE

SEGA **£34.99**

This was released in Japan a couple of years ago and was probably the first RPG available on the Megadrive. These days it's showing its age, and the graphics are much worse than any other Megadrive RPG. It does however have the unusual twist of turning into an almost Gauntletish combat game when you leave a town, but apart from that, there's not a whole lot of attractive features in Super Hydlide.

HARD DRIVIN'



TENGEN **£34.99**

This conversion of the great arcade driving simulator lets you loose on two different circuits, a speed track and a stunt track. The Speed Track consists mainly of straight open track with very few corners, while the Stunt Track throws you into speed banks, a bridge jump and most terrifying of all, the loop-the-loop!

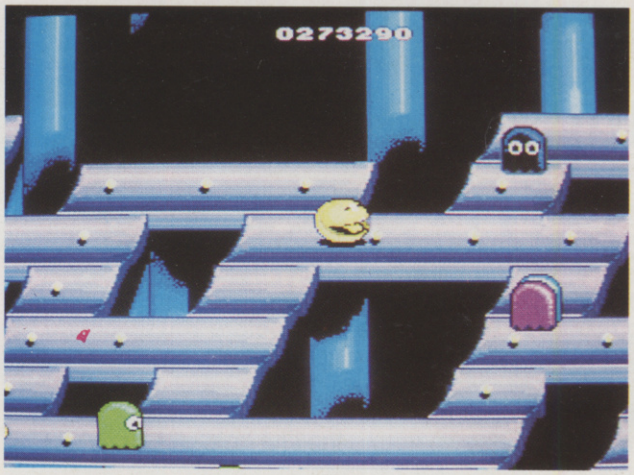
As if that wasn't daunting enough, the roads are also full of cars and there are even trucks coming in the other direction! Luckily, crashing the car only loses time, but if the timer gets to zero before you get to the next checkpoint it's Game Over. But finish in record time and you're challenged to a race by the fastest driver on the track, the Phantom Photon!

PACMANIA

TENGEN **£34.99**

PacMan returns in this Tengen conversion of the Namco coin-op. Once again PacMan has to dash around a maze, dodging ghosts and eating up that screen's quota of dots.

However, the original has been spruced up with a forced-perspective, scrolling maze and yummy character graphics. You also have four different mazes to run



around, Block Town, Sandbox Land, Pacman Park and Jungley Steps. Power pills make a reappearance allowing you to turn the tables and eat the pursuing ghosts, and PacMan has also learned how to jump over his phantom foes, making escape that little bit easier.

BUCK ROGERS

ELECTRONIC ARTS **£49.99**

A translation of the PC and Amiga game programmed by Strategic Simulations Inc, this puts you in the shoes of the eponymous Buck, who has to help out Earth's beleaguered defense forces in their battle against extra-terrestrials. The original was a pretty vast role-playing game with a lot of depth, but it was rather short on rip-roaring, graphic action. Obviously that won't stop full-time RPG fans from having a field day with the game, though.

JANUARY

JOE MONTANA 2

SEGA **£TBA**

The follow-up to Sega's American Football simulation, which didn't quite wow the Gridiron-loving public as much as EA's John Madden Football. Will Montana continue to live in Madden's shadow?

TURBO OUT RUN

SEGA **£TBA**

The follow-up to OutRun takes the armchair Ferrari driver (now at the wheel of an F40) on a breakneck-speed trip across America. The race starts in New York and takes you through 16 stages before you reach the finish line in Los Angeles. Throughout the journey you have to reach a checkpoint at the state line before your time limit runs out. You also have a competitor in a white Porsche, and if he beats you to the line he'll steal your girlfriend!

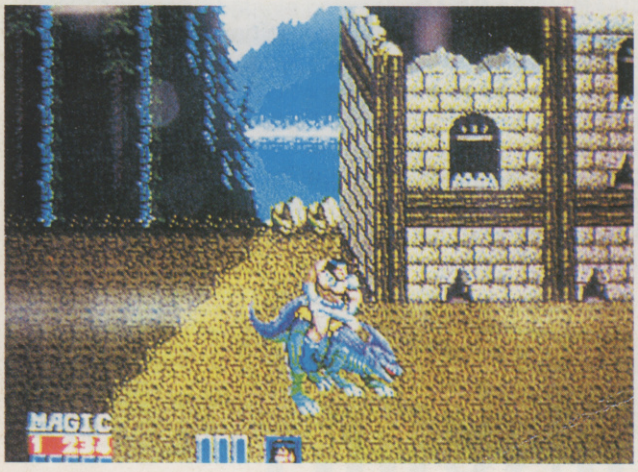
The arcade game wasn't a massive success because it wasn't much better than the original Out Run. The Megadrive version doesn't have much to beat in that respect, so it should be a pretty enjoyable racer.

TOKI

SEGA **£TBA**

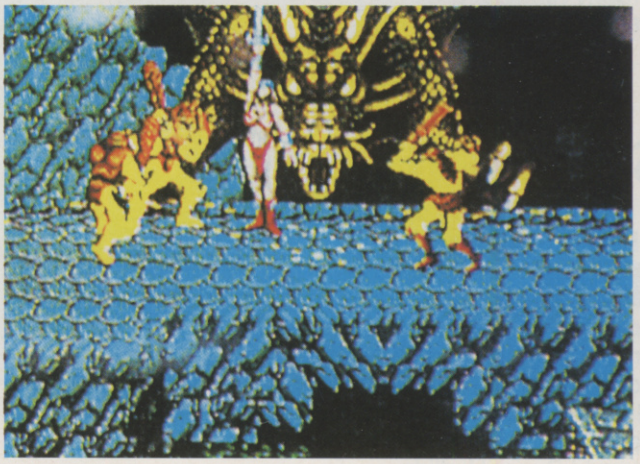
Toki's woman has been kidnapped by a witch doctor-type who also changed Toki into a rather unattractive ape! Luckily, Toki isn't the sort of bloke to sit around and mope about being moved a few levels down the evolutionary tree, and sets off to rescue his sweetie and get himself rehumanised. The journey is fraught with dangerous traps and infested by hordes of nasty jungle creatures, which Toki has to dodge or zap by gobbing monkey spit at them. The arcade version (which was by Fab-Tek) was fun and challenging, and there's no reason why the Megadrive version shouldn't be just as good.

GOLDEN AXE 2



SEGA **£TBA**

The first Golden Axe game is still widely regarded as one of the top Megadrive beat 'em ups, and in Golden Axe II Sega are improving the formula with more monsters to slay (and ride), a slightly improved magic system and more levels. The basic gameplay hasn't changed that much, though that's certainly no bad thing! Fighting fans keep your eyes skinned - you won't want to miss this!



FEBUARY

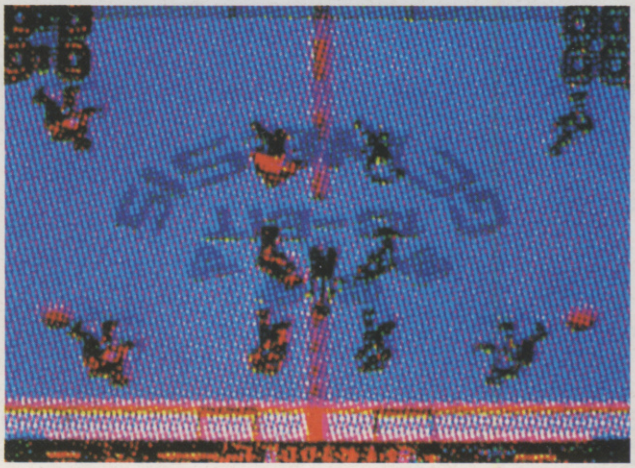
NINJA GAIDEN

SEGA **£TBA**

Play Ninja Ken Ryu out to avenge his father's death in this urban beat 'em up. The other versions of this game bear a distinct resemblance to the Tecmo Shadow Warriors coin-op (in fact the Nintendo version was titled Shadow *Warrior*), but that can't be bad because it was rather a good coin-op. Expect lots of shuriken-hurling fun and spectacular platform-bound acrobatic action when this is released early in 1992.

MARCH

SEGA ICE HOCKEY



SEGA **£TBA**

This sports simulation has some stiff competition in the form of EA Hockey. Will it come out of the face-off on top, or will it be another John Madden/Joe Montana situation?

AMIGA MEGADRIVE PC GAME BOY GAME GEAR NINTENDO
SUPER FAMICOM SEGA ST PC ENGINE C64 SPECTRUM

NOVEMBER '91 ISSUE 120

£1.40
10.00 Dm 4500L
380 Ptas S$8.10

9 770261 369031 11

COMPUTER + VIDEO GAMES

FREE! MEGA TWINS SWING THING!

OUT NOW

FREE!!
HOLOGRAM!!

TURTLES AND TOADS!
HEAD TO HEAD
EXCLUSIVE!

No Sonic?
See Mr Shop
right now!

EXCLUSIVE
ROBOCOP!
TERMINATOR!
MEGA TWINS!
AND MORE!

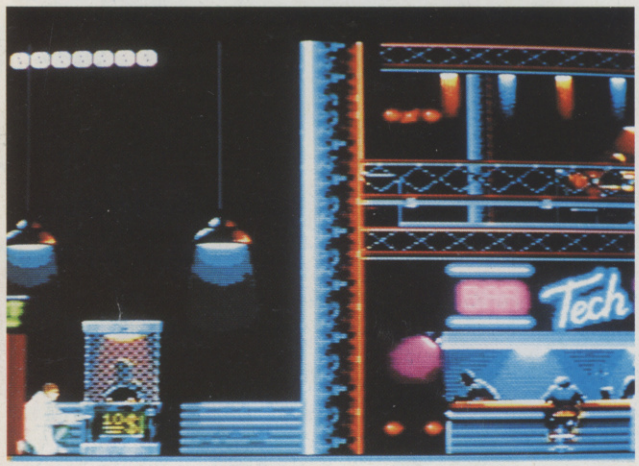
FREE! AMAZING HAND-HELD MAG!

TENTH BIRTHDAY FREE FOR ALL!

BEYOND THE RELEASE SCHEDULES....

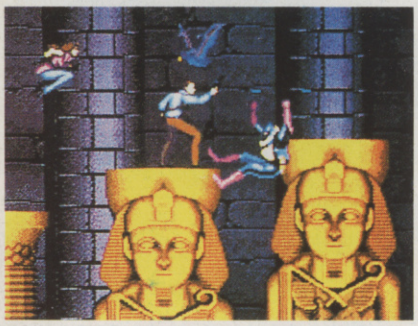
These are games which are currently unscheduled (apart from being due to appear some time in 1992). As we go to press, details are sparse for some of them, but we thought we'd show you them anyway!

TERMINATOR



Take the role of Kyle Reese in this game of the superb movie. Reese has to blast his way past H-Ks into the SkyNet defense complex, then get himself transported back in time to the 1980s, where a cyborg assassin is hunting Sarah Connor, the mother of his resistance leader. The film's action scenes have been turned into platform and ladder scenarios in which Reese has to use whatever weapons come to hand to keep the Terminator from killing Sarah Connor. It all looks like great violent fun, so fans of the movie should be perfectly catered for!

ROLLING THUNDER 2



Namco's fairly popular secret agent coin-op goes Megadrive. Leap around platforms, shoot bad guys and blow things up. One to watch out for.

WONDERBOY 5

What happened to Wonderboy IV? This arcade adventure looks like a much bigger version of Wonderboy II, with shops, potions and weapons to find and loads of monsters to slay.

SLAP FIGHT

An old arcade shoot 'em up by Taito with lots of extra weapons and enemy tanks and ships to torch. Has the potential to be very enjoyable.

KABUKI

An unusual Samurai beat 'em up which looks similar to Splatterhouse, but puts you up against giant Sumo wrestlers, Ninjas and the like.

RENT A HERO

An attractive-looking blend of role-playing and beat 'em up. The Japanese text may cause problems to most Brit-type Megadrive owners, though.

FIGHTING MASTERS

A smart-looking one-on-one beat 'em up with hordes of weird monsters to hack up. Should be out by Easter-time.

DAHNA

Pleasant-looking combat game in the Rastan mould, with lots of horses and gryphons for the hero to ride about on.

HEAVY NOVA

Another one-on-one fighting game, but this one stars robots. Will be released on CD ROM as well as cartridge.

CAL. 50

A conversion of a mediocre Commando-type arcade shoot 'em up which has been a long time in the making.

COMPUTER AND VIDEO GAMES

READY

FOR THE HOTTEST GAMES MAG IN THE WHOLE WIDE WORLD?

STEADY

YOURSELF, 'COS THIS MONTH WE'RE BIGGER, BETTER AND BADDER THAN EVER - STUFFED FULL OF GAMES GALORE AND...

HAND-HELD GO! VIDEO GAMES

...BRITAIN'S FIRST HAND-HELD GAMES MAGAZINE, COMPLETELY AND UTTERLY FREE!!

SO WHAT ARE YOU WAITING FOR? GET OFF YOUR JACKSIE AND GRAB A COPY OF CVG PRETTY BLOODY QUICK! WHAT ARE YOU, THICK OR SOMETHING?

COMPUTER AND VIDEO GAMES

READY

STEADY

GO!

GAMEBOY

GAME GEAR

LYNX

PC ENGINE GT

GAMEBOY

GAME GEAR

LYNX

PC ENGINE GT

GAMEBOY

GAME GEAR

LYNX

PC ENGINE GT

Got a hand held?

Grab your free edition of with C&VG

HAND-HELD GO! VIDEO GAMES

More hand-held action than you can stuff down your trousers!

Gameboy, Game Gear, Lynx and PC Engine GT - we take them all to pieces and tell you which is the best!

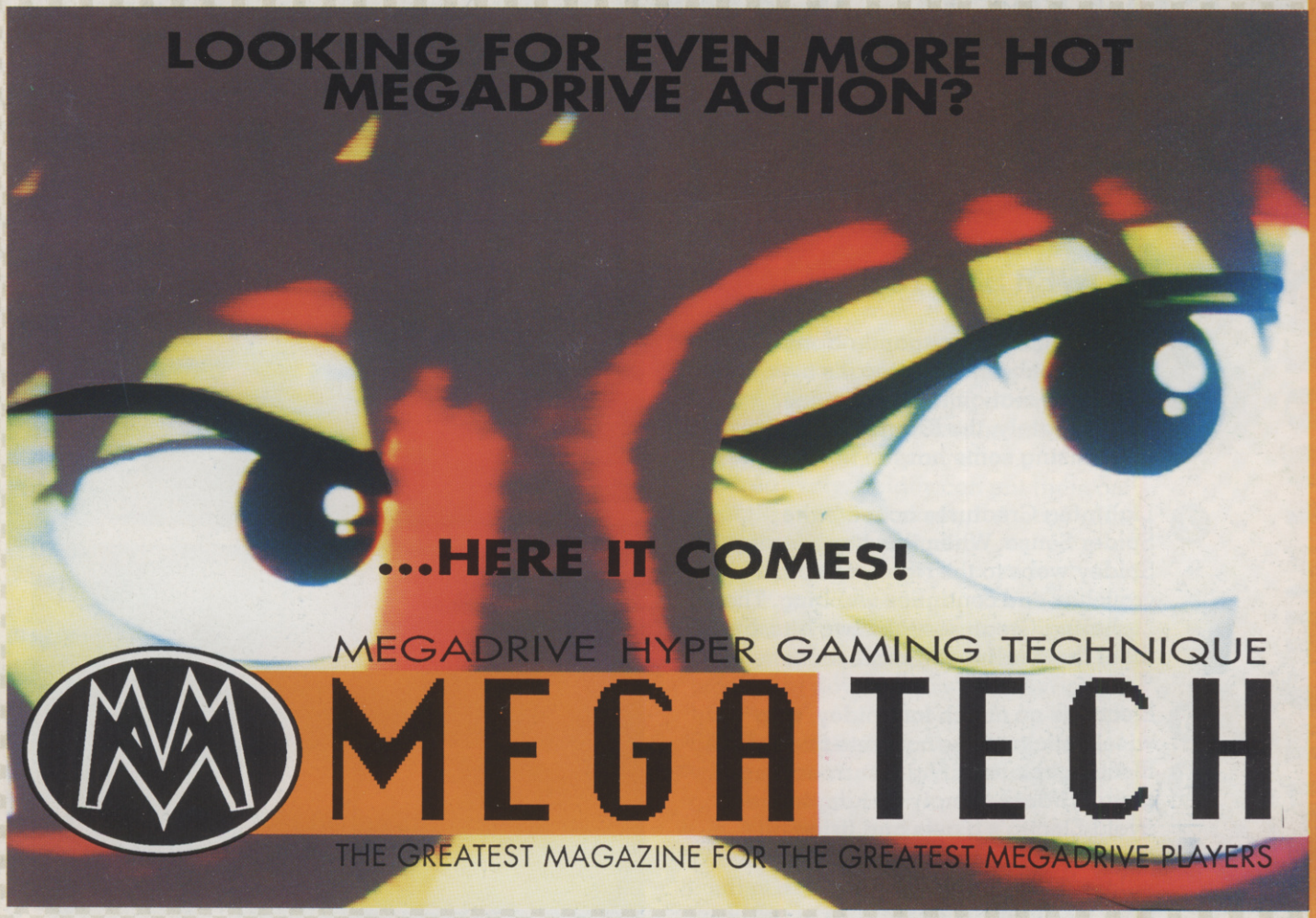
chock-a-block full of the latest reviews and previews on the greatest hand-held games in the world!

Latest and greatest, it's BRITAINS ONLY HAND-HELD CONSOLE MAG - and it's free with C&VG!

GO! Grab it quick - it's going fast!

COMPUTER +VIDEO GAMES

HAND



Early in December something is going to happen that will change the face of computer magazines forever. The first issue of Britain's only magazine devoted solely to the Megadrive will hit the streets - its name, MEGATECH.

MEGATECH is a new type of magazine which concentrates on showing the techniques used by the world's greatest Megadrive players to beat the toughest Megadrive titles. In the MEGATECH Technique Zone we provide you with the ultimate Megadrive player's guides featuring detailed,full colour maps and clear and invaluable playing tips.

But that's not all. Each month, MEGATECH will keep you up to date with ALL of the month's Megadrive releases in the reviews section. You can look up the scores you have to beat in the HyperPlayers high score tables, or check out MegaMail to see what other Megadrive players are talking about!

Collect MEGATECH month by month and you have a complete encyclopedia of Megadrive gaming knowledge which could turn you into a HyperPlayer!

SPIDER—MAN

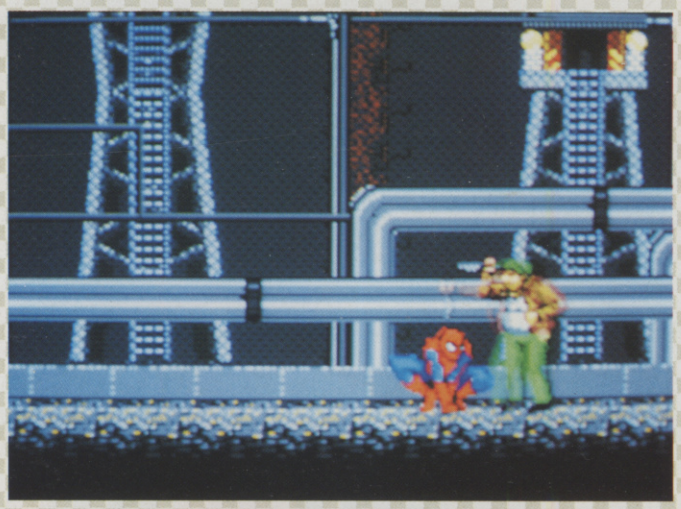
STAGE 4

THE POWER STATION

1. The Kingpin's propaganda transmissions must be stopped, so it's over to the power station to cut the juice. Unfortunately, the Kingpin's cronies are causing some hassle.

2. Lightning Creatures activate the Spider Sense. When this happens Spidey webs to the right, retreats a bit, crouches and continues webbing. The Lightning Creatures take two hits, but all of them fall to the same tactic.

3. Electro is no match for Spidey, who wisely sticks to the concrete floor, since
4. Electro can electrify the surrounding metal girders. Simply by jumping to avoid Electro's blasts and firing off webs, Spidey soon defeats the hapless villain. There's always a life icon to the right if Spidey needs it.



CTRO

TECHNIQUE ZONE - THE BEST MEGADRIVE PLAYING TIPS ANYWHERE!

If you can't dispose of dragons or annihilate the Arklethons From Planet X, you'll need to visit the Technique Zone, where you'll find more tips and cheat modes than in ANY help column in ANY OTHER magazine.

And in Hyper Technique Zone we'll be ripping the guts out of top games then spreading them over page after page, with cheat modes and lavish maps marked with hidden features and advice on vanquishing the most impassible obstacles and the toughest of adversaries.

Technique Zone needs your contribution and we're prepared to pay for it - so if you want to prove your gamesplaying expertise AND win yourself a cash prize, send your tips and player's guides to Technique Zone, MEGATECH, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

STAGE 5

CENTRAL PARK

1. Sharp shooters in the trees cause some problems to Spidey, but web-slinging above them and jumping down is enough to surprise them before he puts an end to their sniping days.
Alternatively, Spidey can put them out of action with accurate diagonal web-slinging from the ground.

2. This massive monkey may cause some problems, but Spidey defeats it by crouching down so the gorilla can't hit him.
Simply by standing and firing webs when it backs off, Spidey defeats the gorilla easily.

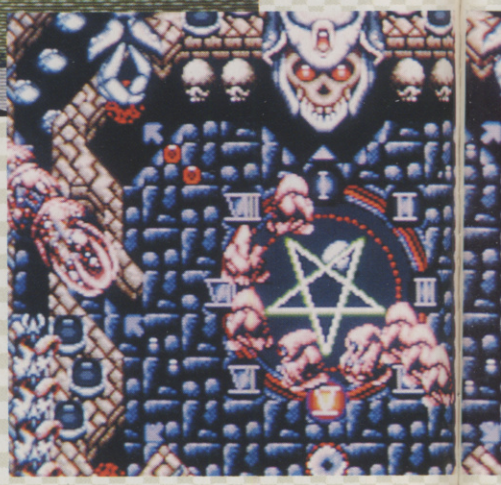
3. With the snipers and the gorilla defeated, Spidey is about to leave Central Park, but is stopped by his tingling spider sense which warns him that Sandman is in the neighbourhood!

4. Before, Spidey can find Sandman, Venom appears, so get rid of him quickly by staying on the ground, ducking his clumsy jumps and webbing him.

5. Venom's savage attack may have drained Spidey's life a bit, but at the far right of the play area a full-life icon awaits collection.

6. Sandman cannot be hit by either fists or webs, so Spidey improvises, luring him back to the fire hydrant at the beginning of the level and kicking it.

7. The high-pressure spray of water is enough to effectively flush Sandman away!



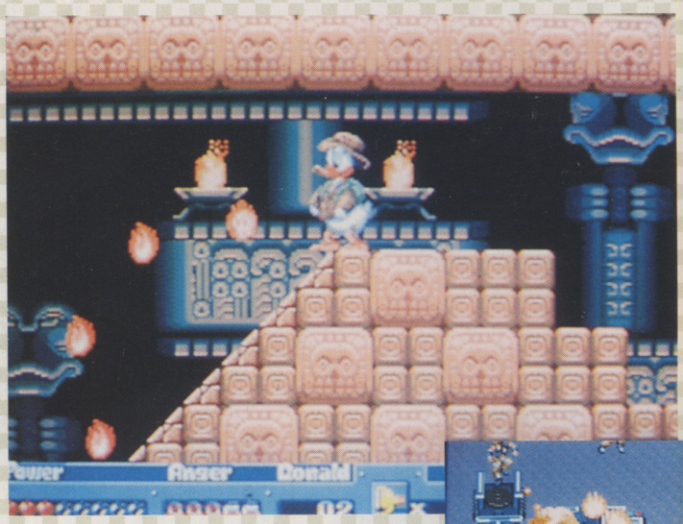
MEGATEST - 100% MEGADRIVE REVIEWS! 100% ACCURATE!

As well as taking apart the games you're playing, each month we will be playtesting every Megadrive game released in that month, import AND official. Each game will be rated by two reviewers on five criteria, to give you the definitive opinion which will prove invaluable when choosing the game to spend your hard-earned cash on.

MEGATECH HELPLINE - WE'RE HERE TO HELP YOU!

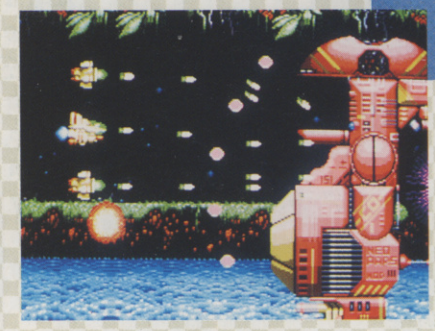
If you're really, really stuck, we're here to help you with the winning technique! You send in your Megadrive gaming problem and our panel of Megadrive experts will get you out of trouble in the MEGATECH Helpline.

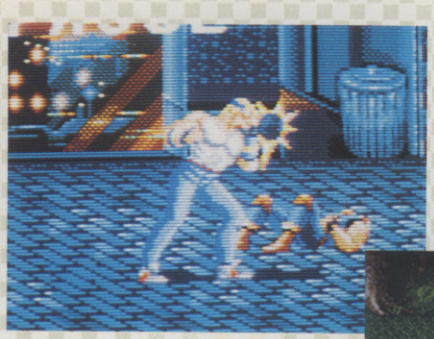
Grab a postcard, jot down the exact location where you're stuck and send it in NOW to MEGATECH Helpline, MEGATECH, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

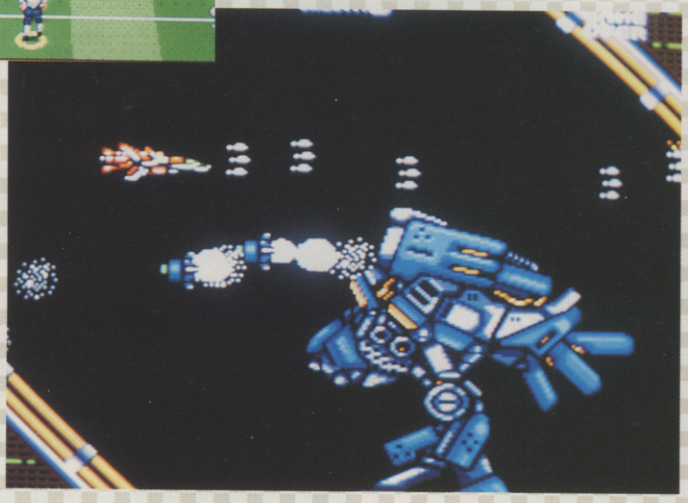


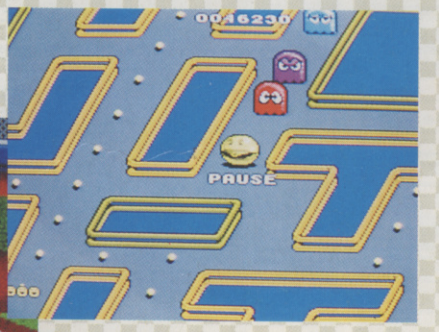
MEGAMAIL - SEND US YOUR VIEWS!

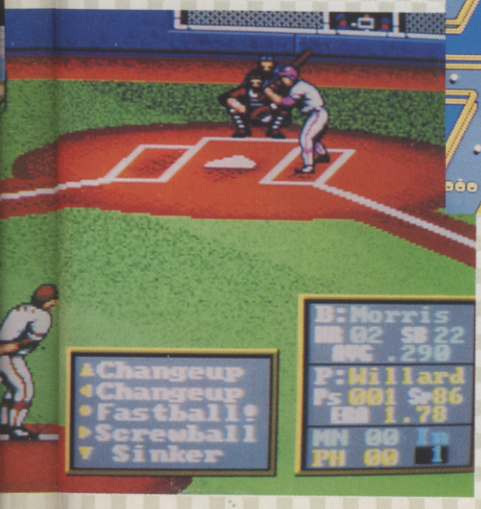
Want to share your thoughts on gaming with the rest of the Megadrive owning world? Why not drop us a line? If you've got a question you need answering or would like to rave about the game that everyone missed or anything else for that matter, we want to hear from you! The address to write to is MegaMail, MEGATECH, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.











HYPERPLAYERS - A HOME FOR HIGH-SCORING HEROES

The ultimate mag for Megadrive players would not be complete without a definitive table of record scoring achievements. If you want a challenge, check out the highest recorded score in MEGATECH then beat it and you will be eligible for the title - HyperPlayer. Send in your Megadrive high scores now to HyperPlayers, MEGATECH, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

THE MEGATECH GAME INDEX - A GUIDE TO EVERY MEGADRIVE GAME - EVER!

If you're wondering whether or not to buy a game all the other mags have forgotten about, check out MEGATECH's Game Index. It lists every Megadrive game EVER, along with a description, the name of the producer, price and availability details and ratings on the five MEGATECH reviewing criteria. The Index will be updated month by month to take into account the changing face of Megadrive games, so you can always rely on it.

YOU'LL FIND ALL OF THIS AND MORE IN MEGATECH ISSUE ONE, PRICED JUST £1.95 AND AVAILABLE AT THE START OF DECEMBER! MISS IT AND YOUR MEGADRIVE WILL HATE YOU FOREVER!

MEGATECH IS NOT AN OFFICIAL SEGA PUBLICATION.

ORDER YOUR COPY FROM YOUR NEWSAGENT NOW!

HEY MISTER NEWSAGENT!

Please reserve me a copy of the first issue of

MEGATECH

which will be available at the start of December, priced £1.95.

NAME .....

ADDRESS .....

.....

.....

WHIZZ-KID GAMES

THE UK'S TOP PART-EXCHANGE GAME CLUB

SEGA MEGADRIVE

MEGADRIVE GAMES UK/USA

NEW TITLES

ALIEN STORM	30.00
CROSSFIRE	30.00
DINO LAND	35.00
FANTASIA	35.00
ICE HOCKEY	35.00
PHANTASY STAR III	45.00
SAINT SWORD	30.00
SHINING IN THE DARKNESS	35.00
SONIC THE HEDGEHOG	30.00
SPIDERMAN	35.00
STREETS OF RAGE	35.00
STREET SMART	30.00

BACK CATALOGUE

SECOND HAND TITLE	SELL	BUY
ABRAHAMS BATTLE TANK	15.00	10.00
AFTERBURNER II	20.00	15.00
ARNOLD PALMER GOLF	15.00	10.00
ATOMIC ROBOKID	15.00	10.00
BATMAN	20.00	15.00
BATTLE SQUADRON	15.00	10.00
BIMINI RUN	15.00	10.00
BLOCKOUT	20.00	15.00
BUSTER DOUGLAS	20.00	15.00
CENTURION	15.00	10.00
COLUMNS	15.00	10.00
CRACK DOWN	20.00	15.00
DICK TRACY	20.00	15.00
DJ BOY	20.00	15.00
DYNAMITE DUKE	15.00	10.00
ESWAT	15.00	10.00
FATAL LABYRINTH	15.00	10.00
FAERY TALE	15.00	10.00
FIRE SHARK	15.00	10.00
GAIARES	20.00	15.00
GHOULS N' GHOSTS	20.00	15.00
GHOSTBUSTERS	15.00	10.00
GOLDEN AXE	20.00	15.00
HARD DRIVING	15.00	10.00
HARDBALL	20.00	15.00
HELLFIRE	15.00	10.00
INSECTOR X	15.00	10.00
JAMES POND	15.00	10.00
JOHN MADDEN FOOTBALL	20.00	15.00
KLAX	15.00	10.00
KINGS BOUNTY	15.00	10.00
LAKERS V CELTICS	20.00	15.00
MICKEY MOUSE	25.00	18.00
MIDNIGHT RESISTANCE	25.00	18.00
MIGHT AND MAGIC	15.00	10.00
MOONWALKER	15.00	10.00
ONSLAUGHT	25.00	18.00
PAT RILEY BASKETBALL	15.00	10.00
PGA TOUR GOLF	25.00	18.00
PHANTASY STAR II	20.00	15.00
PHELIOS	15.00	10.00
POPULOUS	20.00	15.00
RASTAN SAGA II	15.00	10.00
REVENGE OF SHINOBI	20.00	15.00
SAGAIA	20.00	15.00
SHADOW DANCER	15.00	10.00
SPACE HARRIER II	15.00	10.00
STAR CONTROL	25.00	18.00
STORMLORD	20.00	15.00
STRIDER	25.00	18.00
SUPER HANG ON	17.00	12.00
SUPER MONACO G/PRIX	20.00	15.00
SWORD OF SODAN	15.00	10.00
SWORD OF VERMILLION	20.00	15.00
TECHNOCOP	15.00	10.00
THUNDERFORCE III	15.00	10.00
TOMMY LASORDA	15.00	10.00
TURRICANE	20.00	15.00
TWIN COBRA	20.00	15.00
VALIS III	20.00	15.00
WINGS OF WOR	25.00	18.00
WORLD SOCCER	15.00	10.00

SYSTEMS & ACCESSORIES

MEGADRIVE JPN + GAME	129.00
MEGADRIVE UK	149.00
8 BIT CONVERTER	29.00
ARCADE POWER STICK	35.00
HARD CARRY CASE	20.00
PRO 2 JOYPAD	15.00
SEGA JOYPAD	15.00
SOFT CARRY CASE	17.00
STRIKER JOYPAD	20.00

MEGADRIVE GAMES JPN

NEW TITLES

OUTRUN	35.00
WRESTLE WAR	30.00
BARE KNUCKLE	30.00
ALIEN STORM	30.00
SONIC THE HEDGEHOG	30.00
STREET SMART	30.00
DINOLAND	30.00
JEWEL MASTER	30.00
VAPOUR TRAIL	35.00
FORGOTTEN WORLDS II	30.00

BACK CATALOGUE

SECOND HAND TITLE	SELL	BUY
AEROBLASTER	25.00	18.00
AFTERBURNER II	18.00	13.00
ATOMIC ROBOKID	17.00	12.00
BATMAN	25.00	18.00
BONAZA BROTHER	20.00	15.00
COLUMNS	15.00	10.00
CRACK DOWN	15.00	10.00
CYBERBALL	15.00	10.00
DAI SENPU (1943)	15.00	10.00
DANGEROUS SEED	15.00	10.00
DARIUS II	20.00	15.00
DJ BOY	15.00	10.00
DYNAMIC DUKE	15.00	10.00
ELEMENTAL MASTER	15.00	10.00
ESWAT	15.00	10.00
FAT MAN	20.00	15.00
FINAL BLOW	20.00	15.00
FIRE MUSTANG	20.00	15.00
SAINT SWORD	20.00	15.00
RAI DEN	20.00	15.00
FIRE SHARK	15.00	10.00
FORGOTTEN WORLD	15.00	10.00
GAIARES	20.00	15.00
GAIN GROUND	15.00	10.00
GHOULS N' GHOSTS	20.00	15.00
GHOSTBUSTERS	15.00	10.00
GOLDEN AXE	20.00	15.00
GRANADA	15.00	10.00
GYNOUG	25.00	18.00
HARD DRIVING	15.00	10.00
HEAVY UNIT	20.00	15.00
HELLFIRE	15.00	10.00
INSECTOR X	15.00	10.00
KA.KE.GI	20.00	15.00
KLAX	15.00	10.00
MICKEY MOUSE	20.00	15.00
MIDNIGHT RESISTANCE	25.00	18.00
MONSTER HUNT	15.00	10.00
MOONWALKER	15.00	10.00
MUSHA ALESTE	15.00	10.00
NEW ZEALAND STORY	20.00	15.00
PHELIOS	15.00	10.00
RAINBOW ISLANDS	25.00	18.00
RASTAN SAGA II	15.00	10.00
RINGSIDE ANGEL	20.00	15.00
SHADOW DANCER	20.00	15.00
SPACE HARRIER 3	15.00	10.00
STRIDER	25.00	18.00
SUPER ARRWOLF	20.00	15.00
SUPER HANG ON	15.00	10.00
SUPER MONACO G/PRIX	20.00	15.00
SUPER REAL BASKETBALL	15.00	10.00
SUPER SHINOBI	25.00	18.00
SUPER THUNDERBLADE	15.00	10.00
THUNDERFORCE III	15.00	10.00
TIGER HELI	20.00	15.00
VALIS III	15.00	10.00
VERYTEX	15.00	10.00
VOLFIED	15.00	10.00
WARDNER SPECIAL	25.00	18.00
WINPRISH	15.00	10.00
WONDER BOY III	15.00	10.00
WORLD SOCCER	15.00	10.00
ZERO WING	25.00	18.00

NINTENDO SUPER FAMICOM

SYSTEMS & ACCESSORIES

SUPER FAMICOM (SCART)	199.00
SUPER FAMICOM (PAL)	229.00

SUPER FAMICOM GAMES JPN

NEW TITLES

AREA 88	40.00
HYPER ZONE	40.00
SUPER GEOMAN	40.00
SUPER R-TYPE	40.00
SUPER TENNIS	40.00

BACK CATALOGUE

SECONDHAND TITLE	SELL	BUY
ACTERISER	25.00	20.00
AUGUSTA GOLF	25.00	20.00
BIG RUN	25.00	20.00
BASEBALL	25.00	20.00
DARIUS TWIN	25.00	20.00
F-ZERO	25.00	20.00
FINAL FIGHT	25.00	20.00
GRADIUS III	25.00	20.00
HOLE IN ONE	25.00	20.00
PILOT WINGS	25.00	20.00
POPULOUS	25.00	20.00
SD GREAT BATTLE	25.00	20.00
SUPER MARIO WORLD	25.00	20.00
SIM CITY	25.00	20.00
ULTRAMAN	25.00	20.00

ALL PRICES QUOTED MEMBERSHIP ONLY

NON MEMBERS PLEASE ADD
£5 NEW GAMES, £2 USED GAMES

NINTENDO NES

SYSTEMS & ACCESSORIES

NES TURTLE PACK	79.00
NES 4 SCORE	29.00
NES ACTION PACK	99.00
NES ADVANTAGE JOYSTICK	39.00
NES ZAPPER GUN	24.95

NES GAMES UK

NEW TITLES

DOUBLE DRAGON	29.99
DUCK TALES	34.95
GREMLINS II	34.95
MEGA MAN II	34.95
SNAKE RATTLE AND ROLL	19.99
SUPER MARIO BROS II	34.95
WORLD CUP	24.99
WORLD WRESTLING	29.95

BACK CATALOGUE

SECONDHAND TITLE	SELL	BUY
ADVENTURES OF LINK	25.00	18.00
AIRWOLF	12.00	7.00
BADDUDES	20.00	15.00
BATMAN	23.00	18.00
BAYOUBILLY	20.00	15.00
BIONIC COMMANDO	23.00	18.00
BLACK MANTA	17.00	12.00
BLADES OF STEEL	17.00	12.00
BOBBLE BUBBLE	14.00	9.00
CASTLEVANIA	17.00	12.00
DAYS OF THUNDER	23.00	18.00
DEFENDER OF THE CROWN	23.00	18.00
DONKEY KONG CLASSICS	11.00	6.00
DOUBLE DRAGON II	23.00	18.00
DOUBLE DRIBBLE	14.00	9.00
EXCITEBIKE	11.00	6.00
FAXANADU	17.00	12.00
GAUNTLET II	23.00	18.00
GHOST AND GOBLINS	14.00	9.00
GHOSTBUSTERS II	20.00	15.00
GOLF	14.00	9.00
GOONIES II	17.00	12.00
GRADIUS	14.00	9.00
IKARI WARRIORS	17.00	12.00
IRONSWORD	20.00	15.00
JACK NICKLAUS GOLF	20.00	15.00
KID ICARUS	17.00	12.00
KUNG FU	14.00	9.00
LEGEND OF ZELDA	23.00	18.00
LIFE FORCE	14.00	9.00
MARIO BROS	13.00	8.00
MEGA MAN	22.00	17.00
METAL GEAR	20.00	15.00
METROID	17.00	12.00
PAPERBOY	11.00	6.00
PINBALL	14.00	9.00
PINBOT	17.00	12.00
PRO WRESTLING	17.00	12.00
PROBOTECTOR	17.00	12.00
PUNCH OUT	17.00	12.00
RAD GRAVITY	17.00	12.00
RAD RACER	17.00	12.00
RC PRO AM	17.00	12.00
RESCUE	14.00	9.00
ROBO WARRIOR	17.00	12.00
ROBOCOP	23.00	18.00
RUSH N ATTACK	17.00	12.00
RYGAR	20.00	15.00
SECTION Z	14.00	9.00
SIMON'S QUEST	17.00	12.00
SKATE ORDIE	14.00	9.00
SOCCER	14.00	9.00
SOLAR JETMAN	17.00	12.00
SOLOMAN'S KEY	11.00	6.00
STEAL TH ATF	17.00	12.00
SUPER MARIO BROS	16.00	11.00
SUPER OFF ROAD	14.00	9.00
TENNIS	14.00	9.00
TETRIS	14.00	9.00
TIGER HELI	11.00	6.00
TOP GUN	17.00	12.00
TRACK & FIELD 2	17.00	12.00
TROJAN	14.00	9.00
TURBO RACING	20.00	15.00
URBAN CHAMP	14.00	9.00
WIZARDS AND WARRIORS	17.00	12.00
XEVIOUS	14.00	9.00

SEGA GAMEGEAR

SYSTEMS & ACCESSORIES

GAME GEAR + COLUMNS USA	109.00
GAME GEAR UK	99.00

GAMEGEAR GAMES UK/USA

NEW TITLES

BATTER UP	15.00
CHASE HQ	20.00
DRAGON CRYSTAL	20.00
G-LOC	20.00
MICKEY MOUSE	20.00
PACMAN	15.00
PSYCHIC WORLD	15.00
SHINOBI	20.00
SUPER MONACO	15.00
WONDERBOY	15.00
WOODY POP	15.00
BERLIN WALL	20.00
CHASE HQ	15.00
DEVILISH	20.00
FANTASY ZONE GEAR	20.00
G-LOC	15.00
HASTLE GOLBY	20.00
HEAD BUSTER	20.00
KENTIC CONNECTION	20.00
MAGICAL GUY	20.00
MAPPY	20.00
MICKY MOUSE	15.00
OUTRUN	20.00
POP BREAKER	20.00
PSYCHIC WORLD	15.00
PUT AND PUTTER	20.00
SHINOBI	15.00
SUPER MONACO	15.00
WAGON LAND	20.00
WONDERBOY	15.00
WOOLY POP	20.00

GAMEGEAR GAMES JPN

NEW TITLES

BASEBALL 91	20.00

Whizz-Kid Games, Unit 9, Mid Kent Shopping Centre, Allington, Maidstone, Kent, ME16 0XX.

PLEASE ADD TO ALL ORDERS P&P £1 PER GAME, £5 CONSOLES.

NAME

ADDRESS

POST CODE

TEL

GAME	PRICE
DELIVERY	
TOTAL	

CHEQUE

POSTAL ORDER

CREDIT CARD NO

EXP DATE

ALL CHEQUES MUST BE SUPPLIED WITH CHEQUE CARD NUMBER

Whizz-Kid Games is part of Terri's Group PLC - Trade

Be a Whizz-Kid, phone

0622 766010

NINTENDO GAMEBOY

SYSTEMS & ACCESSORIES

GAMEBOY SYSTEMS	69.00
BLACK CARRY ALL	15.00
DOCS SOFT CASE	12.00
ILLUMINATOR	13.00
LIGHT BOY	20,00
NUBY AMPLIFIER	10.00
NUBY CARRY BAG	10.00
NUBY GAME LIGHT	10.00
NUBY MAGNIFIER	10.00

GAMEBOY GAMES UK/USA

NEW TITLES

BILL AND TED	20.00
BUBBLE BOBBLE	20.00
CHASE HQ	20.00
DUCK TALES	20.00
HUNT FOR RED OCTOBER	20.00
MICKEY'S DANGEROUS CHASE	20.00
MEGA MAN	20.00
NAVY SEALS	20.00
OPERATION C	20.00
PACMAN	20.00
PUNISHER	20.00
R-TYPE	20.00
RC PRO-AM	20.00
SKATE OR DIE II	20.00
SWORD OF HOPE	20.00
WWF SUPERSTARS	20.00

BACK CATALOGUE

SECOND HAND TITLE	SELL	BUY
ALLEYWAY	12.00	7.00
BATMAN	13.00	8.00
BATTLE BULL	13.00	8.00
BUBBLE GHOST	13.00	8.00
BURAI FIGHTER DELUXE	13.00	8.00
CAESARS PALACE	13.00	9.00
CASTLEVANIA	12.00	7.00
CHESS MASTER	13.00	8.00
COSMO TANK	13.00	8.00
CURTIS STRANGE GOLF	13.00	8.00
CYRAID	13.00	9.00
DOUBLE DRAGON	12.00	7.00
DR MARIO	13.00	8.00
F-1 RACER + 4 PLAYER	15.00	10.00
FINAL FANTASY	13.00	8.00
FISH DUDE	13.00	8.00
FIST OF THE NORTH STAR	13.00	8.00
FORTRESS OF FEAR	12.00	7.00
GARGOYLES QUEST	12.00	7.00
GHOSTBUSTERS II	13.00	8.00
GO GO TANK	13.00	8.00
GOLF	12.00	7.00
GREMLINS II	13.00	8.00
HAL WRESTLING	13.00	8.00
HARMONY	12.00	7.00
HATRIS	13.00	8.00
HYPER LOAD RUNNER	12.00	7.00
IN YOUR FACE	13.00	8.00
JEOPARDY	13.00	8.00
KLAX	13.00	8.00
KUNG FU MASTERS	13.00	8.00
LOCK AND CHASE	12.00	7.00
LOOPZ	13.00	8.00
MALIBU BEACH VOLLEY	12.00	7.00
MARUS MISSION	13.00	8.00
MERCENARY FORCE	13.00	8.00
MOTOCROSS MANIA	12.00	7.00
MYSTERIUM	13.00	8.00
NEMESIS	12.00	7.00
NFL FOOTBALL	13.00	8.00
NINJA BOY	13.00	8.00
NINJA TURTLES	13.00	8.00
PAPERBOY	13.00	8.00
PENGUIN WARS	12.00	7.00
PIPEDREAM	13.00	8.00
PLAY ACTION FOOTBALL	13.00	8.00
POWER MISSION	12.00	7.00
POWER RACER	12.00	7.00
PRINCESS BLOBETTE	13.00	8.00
RADAR MISSION	13.00	8.00
REVENGE OF THE GATOR	12.00	7.00
ROBOCOP	13.00	8.00
ROLANDS CURSE	13.00	8.00
SIDE POCKET	13.00	8.00
SKATE OR DIE	13.00	8.00
SNOOPY	13.00	8.00
SOLO STRIKER	12.00	7.00
SOLOMONS CLUB	13.00	8.00
SPIDERMAN	12.00	7.00
SPUD'S ADVENTURE	13.00	8.00
SUPER MARIO LAND	12.00	7.00
SUPER SCRABBLE	13.00	8.00
TASMANIA STORY	13.00	8.00
WHEEL OF FORTUNE	13.00	8.00
WORLD BOWLING	13.00	8.00

SEGA MASTER SYSTEM

SYSTEMS & ACCESSORIES

MASTER SYSTEM	49.00
MASTER SYSTEM PLUS	79.00
CONTROL PAD	8.00
CONTROL STICK	15.00
LIGHT PHASER	29.00
SG COMMANDER	10.00

MASTER SYSTEM GAMES UK/USA

NEW TITLES

ALEX KIDD SHINOBI WORLD	24.00
CYBER SHINOBI	24.00
DYNAMITE DUKE	24.00
FORGOTTEN WORLDS	24.00
GAUNTLET	24.00
GHOULS AND GHOSTS	24.00
GOLDEN AXE WARRIOR	27.00
HEAVYWEIGHT BOXING	19.00
IMPOSSIBLE MISSION	24.00
INDIANA JONES	24.00
JOE MONTANA	24.00
MICKEY MOUSE	24.00
MOONWALKER	24.00
PACMANIA	30.00
SPIDERMAN	24.00

BACK CATALOGUE

SECONDHAND TITLE	SELL	BUY
AFTERBURNER	11.00	6.00
ALEX KIDD AND THE LOST STAR	10.00	5.00
ALEX KIDD IN HIGH TECH WORLD	14.00	9.00
ASSAULT CITY	11.00	6.00
BASKETBALL NIGHTMARE	11.00	6.00
BATTLE OUTRUN	11.00	6.00
BOMBER RAID	11.00	6.00
CALIFORNIA GAMES	15.00	10.00
CHASE HQ	11.00	6.00
CHOPLIFTER	10.00	5.00
DANAN JUNGLE FIGHTER	11.00	6.00
DEAD ANGLE	11.00	6.00
DICK TRACY	15.00	10.00
DOUBLE DRAGON	13.00	8.00
DOUBLE HAWK	11.00	6.00
DYNAMITE DUX	13.00	8.00
E-SWAT	13.00	8.00
FANTASY ZONE II	9.00	5.00
FIRE AND FORGET II	11.00	6.00
GALAXY FORCE	11.00	6.00
GHOSTBUSTERS	13.00	8.00
GOLDEN AXE	15.00	10.00
GOLFAMANIA	17.00	12.00
KENSEIDEN	11.00	6.00
OPERATION WOLF	13.00	8.00
OUT RUN	13.00	8.00
PAPERBOY	13.00	8.00
PHANTASY STAR	15.00	10.00
PSYCHO FOX	15.00	10.00
R-TYPE	15.00	10.00
RAMBO III	13.00	8.00
RAMPAGE	13.00	8.00
RASTAN	13.00	8.00
RC GRAND PRIX	13.00	8.00
ROCKY	13.00	8.00
SCRAMBLE SPIRIT	13.00	8.00
SHINOBI	13.00	8.00
SPACE HARRIER	11.00	6.00
SUBMARINE ATTACK	11.00	6.00
SUPER MONACO	15.00	10.00
TENNIS ACE	11.00	6.00
THUNDERBLADE	11.00	6.00
ULTIMA 4	15.00	10.00
VIGILANTE	11.00	6.00
WONDERBOY	15.00	10.00
WONDERBOY III	15.00	10.00
WONDERBOY IN MONSTER LAND	15.00	10.00
WORLD SOCCER	15.00	10.00
YS	15.00	10.00

ATARI LYNX

SYSTEMS & ACCESSORIES

LYNX SYSTEM	79.00
COM LYNX CABLE	10.00
LYNX KIT CASE	15.00
LYNX POUCH	10.00
LYNX SUN SCREEN	6.00

LYNX GAMES UK/USA

NEW TITLES

A.P.B.	24.95
BLOCKOUT	24.95
CHECKERED FLAG	24.95
GRID RUNNER	24.95
NFL FOOTBALL	24.95
NINJA GAIDEN	24.95
PACLAND	24.95
ROBO-SQUASH	24.95
ROLLING THUNDER	24.95
SCRAPYARD DOG	24.95
TOURNAMENT CYBERBALL	24.95
TURBO SUB	24.95
VINDICATORS	24.95
WAR BIRDS	24.95
WORLD CLASS SOCCER	24.95
XYBOTS	24.95

BACK CATALOGUE

SECOND HAND TITLE	SELL	BUY
BLUE LIGHTNING	19.00	10.00
CALIFORNIA GAMES	19.00	10.00
CHIPS CHALLENGE	19.00	10.00
ELECTRO COP	19.00	10.00
GATES OF ZENDECON	19.00	10.00
GAUNTLET III	24.00	15.00
KLAX	19.00	10.00
MS PACMAN	19.00	10.00
PAPERBOY	19.00	10.00
RAMPAGE	19.00	10.00
ROADBLASTERS	19.00	10.00
RYGAR	19.00	10.00
SHANGHAI	19.00	10.00
SLIME WORLD	19.00	10.00
XENOPHOBE	19.00	10.00
ZALOR MERCENARY	19.00	10.00

enquires please phone Game Network 0622 674692

FREE MEMBERSHIP

After your first purchase of over £20

Membership entitles you to...

£5 OFF ALL NEW GAMES

£2 OFF ALL USED GAMES

WE WANT YOUR GAMES

Why pay full price for older titles? Buy second-hand or part-exchange your old games for new.

Thousands of new and used games in stock now!

We will also buy your old games. Phone now for your free quotation.

SALES HOTLINE

3 sales lines
Open 7 days a week
9am - 7pm Weekdays
9am - 5pm Weekends

DELIVERY

All games sent by recorded delivery
Please add £1 per game
All consoles sent by courier
Please add £5 per console

RETAIL SHOPS

UNIT 9, MID KENT SHOPPING CENTRE, MAIDSTONE, KENT, 0622 766010

166 HIGH STREET, BECKENHAM, KENT. 081 650 1205

22 STATION SQUARE, PETTS WOOD, KENT. 0689 827816

292 HIGH STREET, ORPINGTON, KENT. 0689 821515

90 HIGH STREET, SIDCUP, KENT. 0689 827816

286 LONSDALE DRIVE, RAINHAM, KENT. 0634 35641

NOW THE POWER TO FIGHT BACK...

NEW! ACTION REPLAY

BECOME INVINCIBLE!!

MORE POWER!

...MORE LIVES...MORE ENERGY...
MORE LEVELS...MORE FUN!

ONLY **£49.99** INC. P+P

FREE!!
12 MONTHLY ISSUES OF GAMEBUSTER MAGAZINE (WORTH £20)

YES WITH THE ACTION REPLAY CARTRIDGE YOU CAN NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!

- Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel/ammo. Become invincible with the Action Replay Cartridge for the 16 bit game console from SEGA ENTERPRISES Ltd.
- Very simple to use - just enter the parameter code for the game that you are playing and that's it. Now you can play games to levels you didn't even know existed.
- Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow the user to effectively "re-program" their games cartridges so they can play their favourite games to destruction!
- Full instruction manual gives you the parameters for most of the latest games plus many of the older favourites. We give you simple, easy to use inputs to get more or infinite lives, more fuel, more energy, cheats, etc. etc. with your favourite games.
- With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear - the latest parameters are published in your FREE monthly issues of GAMEBUSTER magazine.
- No user knowledge is required at all -if you can play the game you already know how to use Action Replay. All input is via the joystick/pad -it couldn't be simpler.
- Also works as an adaptor for Japanese type cartridges (an adaptor alone would cost up to £20!!)
- Comes complete - no more to buy!

DATEL Electronics Limited

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] 0782 744707 CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

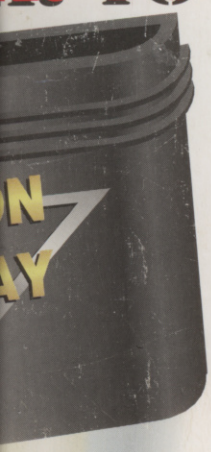
Access **DATEL ELECTRONICS** VISA

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL LONDON SHOP

222, TOTTENHAM COURT RD, LONDON, W1. Tel 071 580 6460

ER TO FIGHT BACK...



BECOME INVINCIBLE!!

MORE POWER!

...MORE LIVES...MORE ENERGY...
MORE LEVELS...MORE FUN!

ONLY **£49.99** INC. P+P

FREE!!
12 MONTHLY ISSUES OF GAMEBUSTER MAGAZINE (WORTH £20)

allow the user to effectively "re-program" their games cartridges so they can play their favourite games to destruction!

- Full instruction manual gives you the parameters for most of the latest games plus many of the older favourites. We give you simple, easy to use inputs to get more or infinite lives, more fuel, more energy, cheats, etc. etc. with your favourite games.
- With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear - the latest parameters are published in your FREE monthly issues of GAMEBUSTER magazine.
- No user knowledge is required at all -if you can play the game you already know how to use Action Replay. All input is via the joystick/pad -it couldn't be simpler.
- Also works as an adaptor for Japanese type cartridges (an adaptor alone would cost up to £20!!)
- Comes complete - no more to buy!

ON!

ET YOUR ORDER FAST!
s] **0782 744707** CREDIT CARD ORDERS
ED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....
EL ELECTRONICS VISA
ON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT,
0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL LONDON SHOP

222, TOTTENHAM COURT RD,
LONDON, W1. Tel 071 580 6460

ONLY £2.95

• THE COMPL

MEGA

• THE ULTIMATE

PLUS

BUYING A MEGADRIVE - IMPORT OR OFFICIAL?

MEGADRIVE CD-ROM REVEALED!

ESSENTIAL MEGADRIVE ADD-ONS!

PREVIEWS GALORE!

MERCS
TERMINATOR
GOLDEN AXE 2
GALAXY FORCE 2
PACMANIA
DEVIL CRASH
STARSHIP GOMOLA
DECAPATTACK
SHADOW OF THE BEAST
F22 INTERCEPTOR

Not an official Sega publication.